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ProStrategy Guide
(SNES & Genesis)

2nd Generation Fighting Games!

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- WeaponLord (SNES & Genesis)
- World Heroes Perfect (Neo•Geo)
- Street Fighter: The Movie (Arcade)

ProReviews!

- Rayman (Jaguar)
- Bug! (Saturn)
- Slam 'N Jam '95 (3DO)
- Chrono Trigger (SNES)
- PLUS Super Mario World 2: Yoshi's Island! (SNES)

A PlayStation Buyer's Guide

An IDG Communications Publication

September 1995
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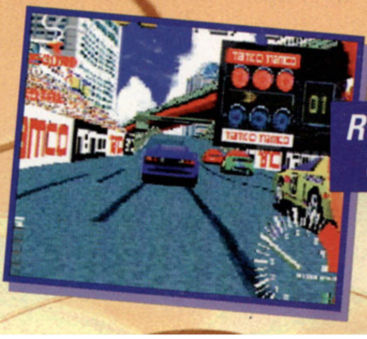
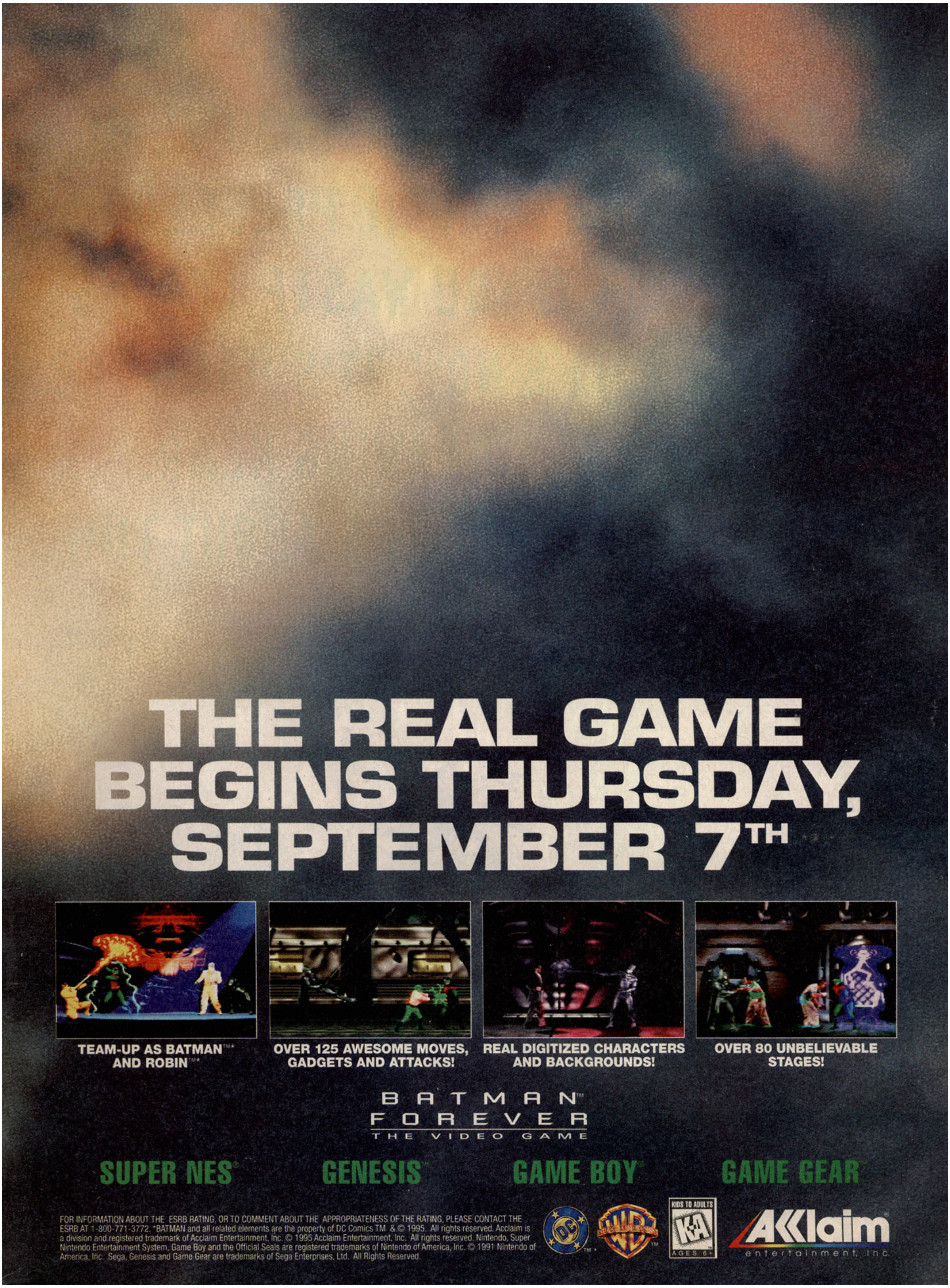
Battle Arena Toshinden
(PlayStation)



Ridge Racer
(PlayStation)



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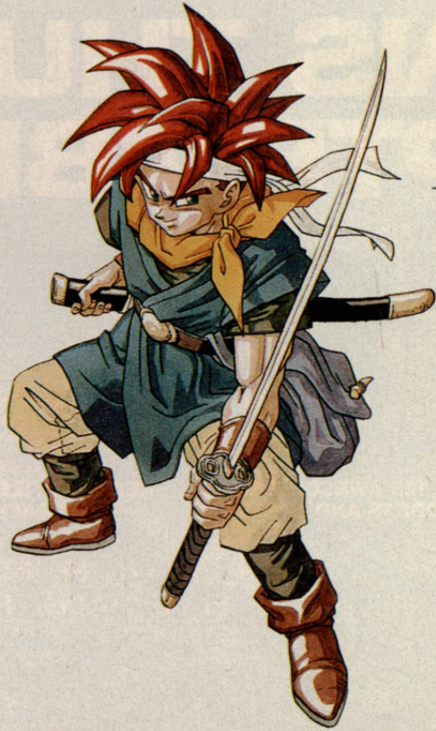

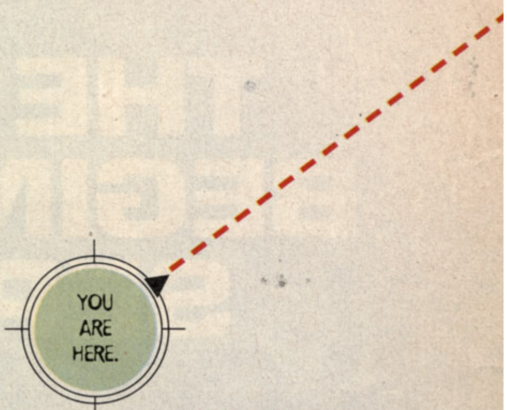
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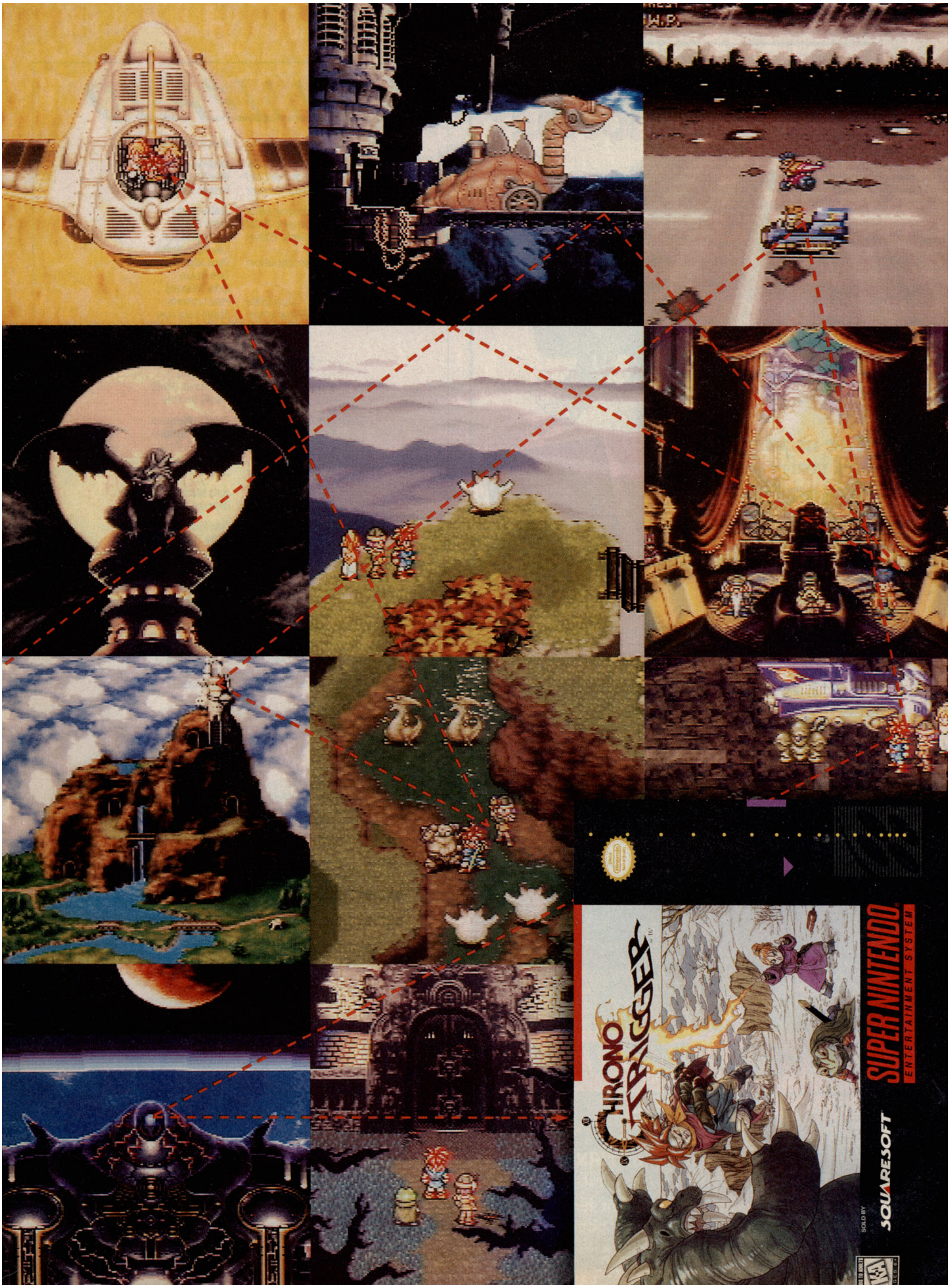
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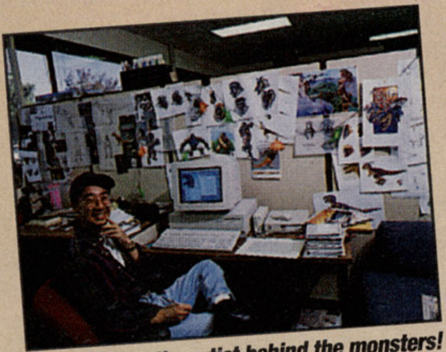

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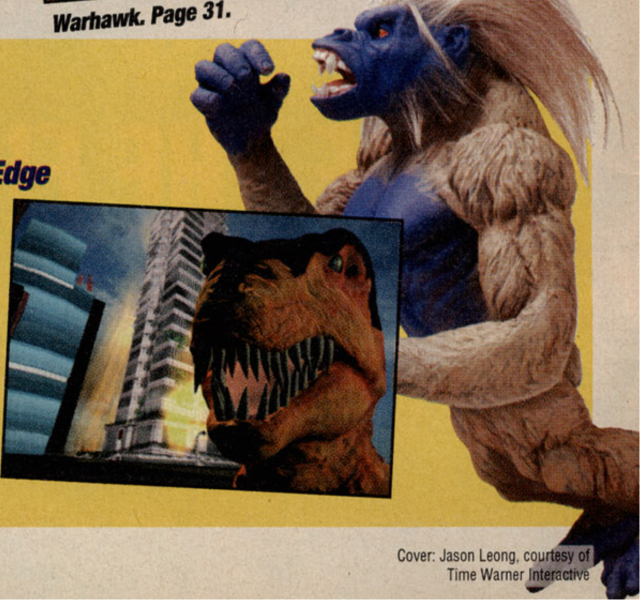
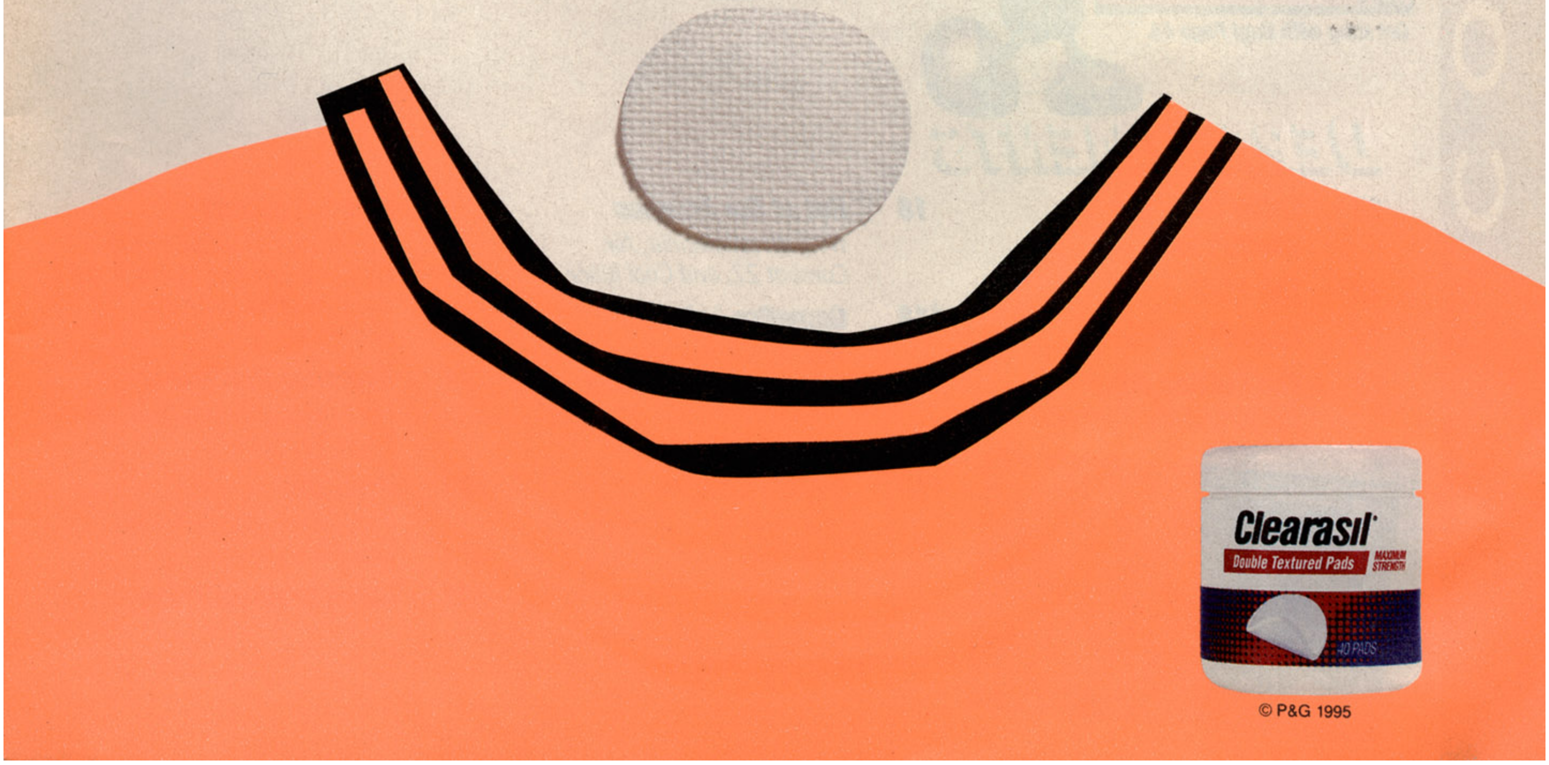


Cover: Jason Leong, courtesy of Time Warner Interactive

OVERREACTING?

NO I'M NOT, IT'S **HUGE**. IT'S UGLY. IT'S THE HUGEST UGLIEST ZIT ANYBODY'S EVER HAD. AND TO BLAST IT INTO THE NEXT SOLAR SYSTEM IS GOING TO TAKE SOMETHING WICKED. SOMETHING POWERFUL. **SOMETHING** THAT DOESN'T JUST DEEP CLEAN BUT HAS **MORE KILLER STUFF** IN IT THAN THE NUMBER ONE PAD TO ZAP ZITS. AND THAT SOMETHING IS THIS **RIGHTEOUS** LITTLE PAD FROM **CLEARASIL®.**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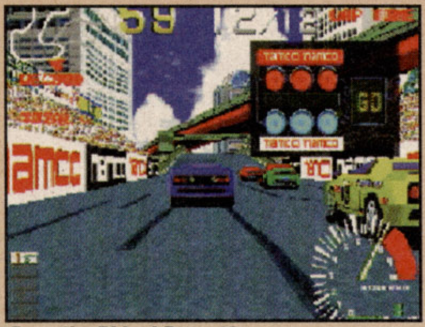

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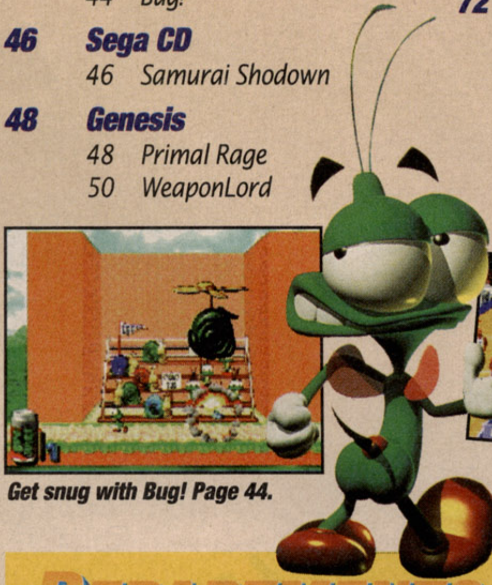

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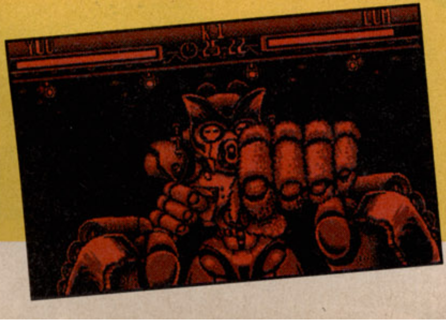

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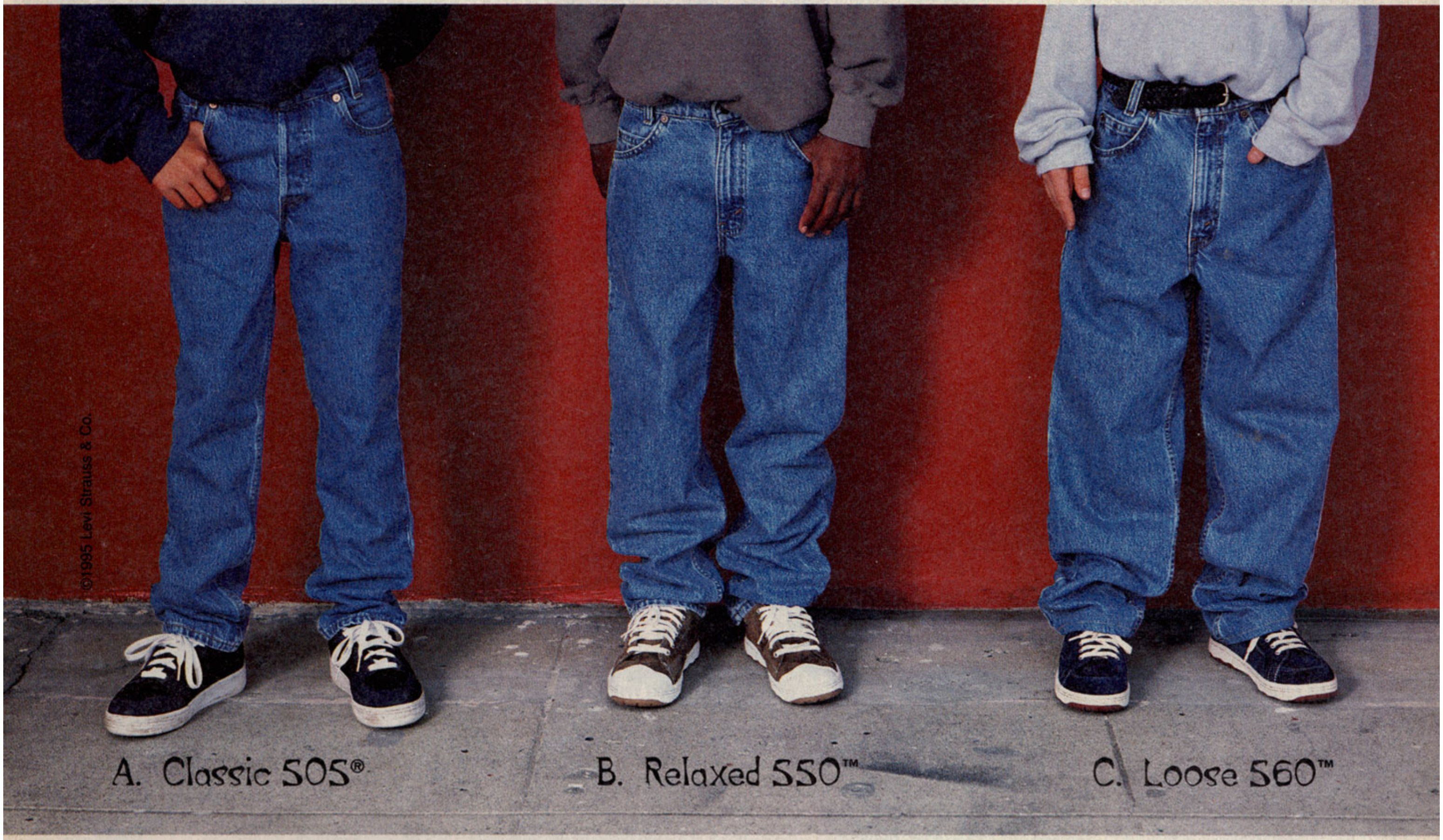
A. Classic 505®
B. Relaxed 550™
C. Loose 560™

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Levi's®

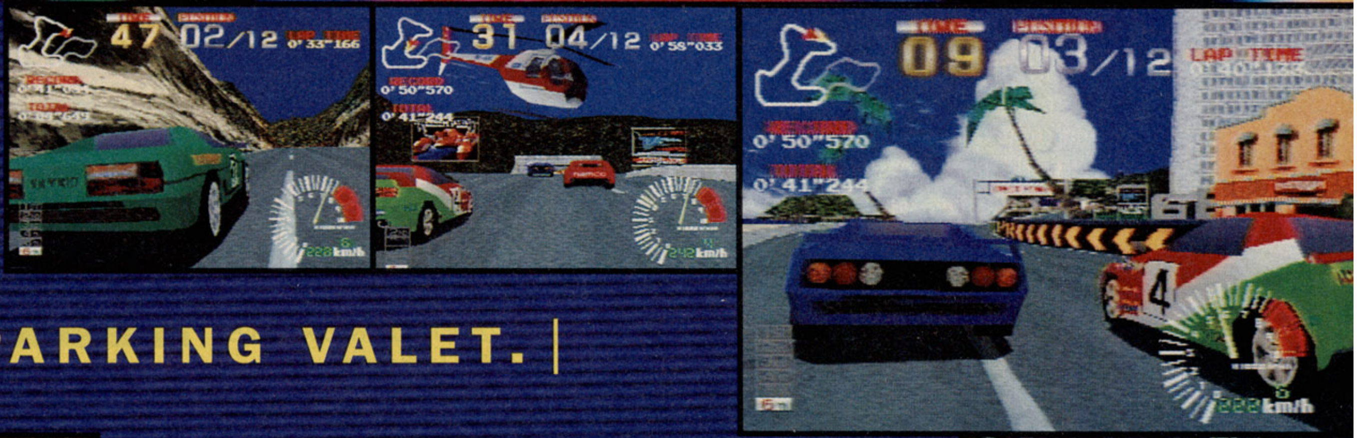
Stumped, aren't you pal? Levi's® 505® jeans fit kind of long and tubular. Levi's 550™ jeans are cut with a little more slop over. And Levi's 560™ jeans are made to fit way sloppy. Eat well, wear what you want, be happy.

A RUSH FELT BY A HANDFUL OF WORLD-C

DRIVERS AND THE OCCASIO

PlayStation

LASS



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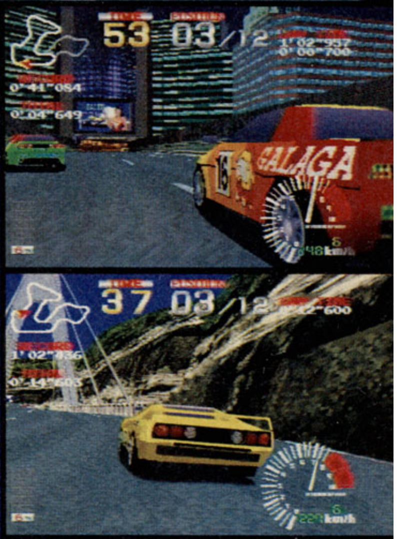
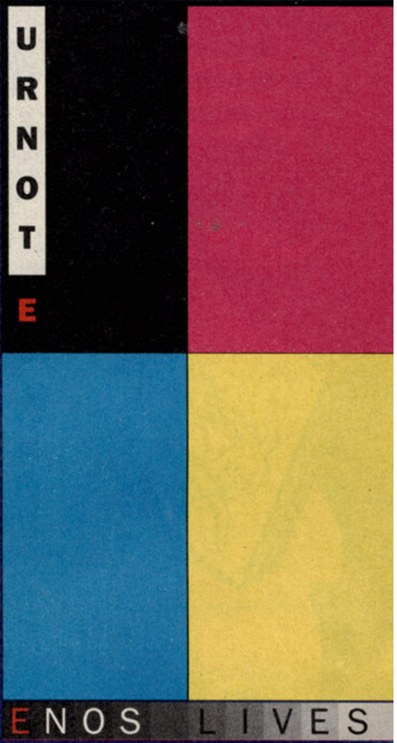


Imagine driving the wrong way in rush hour traffic, before catching enough air to make a seagull blush. Is it the L.A. freeways? No, it's the Sony® PlayStation.™ Introducing *Namco's® Ridge Racer.®* Gut-wrenching first-person views, five different courses and 200+ m.p.h. lap speeds. Only the PlayStation provides racing so realistic you'll need to check your shorts for skidmarks. One final plug: Look for Ridge Racer and 50 other titles including Mortal Kombat™ 3 on the PlayStation before Christmas.



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Ads Stink?

Pete Valeo's letter isn't unusual. We get lots of comments about the many ads that run in *GamePro*. We admit that ads can sometimes get in the way when you're eagerly trying to find a particular article. In a perfect world, magazines wouldn't need to sell advertising, and every single page would be devoted to news, reviews, and previews.

Mad About Ads

But that's in a perfect world. In this world, it's the ads that enable us to create *GamePro*. The ads are a big part of what keeps us in business (the copies we sell to readers are the other big part). We could try to put out a magazine with no ads, but we'd have to charge so much for a copy that nobody could afford it. So when you come to the ads, at worst you should think of them as a necessary nuisance that make the rest of *GamePro* possible.

If you want to look at the ads in the best way, look at them for the intriguing questions they raise. Sorry, Peter, but it's not true that "nobody pays attention to them." In fact, under Peter's letter are six others from readers who were fascinated by what they saw in our ads. Ads might mention games you've never heard of, or use images you'd like to understand, or raise questions about future products you'd like to see more of. By studying the ads, you can learn a lot about what's on the horizon.

One final way to look at the ads is to study their art. Many of the entries we receive for our monthly "GamePro Gallery" art contest are re-creations of advertisements. Be thankful that video game companies use dramatic illustrations to catch your attention. It could be worse: At least we don't have any of those annoying perfume ads that fill fashion magazines!

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THE SMELL OF KOMBAT!
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THE MAIL

GamePro Readers Speak Out!

Mad About Ads

I'm an avid reader of your magazine with only one complaint: the ads! Half your magazine is ads. Nobody pays attention to them, so why have them?

Pete Valeo
Internet

The Unknown Gamer replies:

Nobody pays attention to them? See the next six letters!

Some of the ads for MK 3 have said "One has to pay dearly for immortality, one has to die several times while one is still alive – Nietzsche." What's Nietzsche?

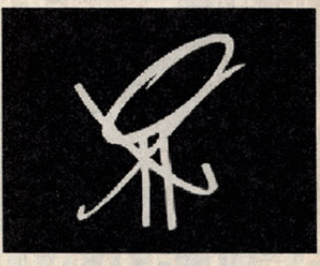
Ryan Cameron
Milwuakie, OR

Major Mike replies:

Nietzsche's not a what, he's a who. Friedrich Wilhelm Nietzsche was a 19th-century German philosopher who wrote nothing about video games but lots about how society should function. Among other things, he felt that the strong should ruthlessly exploit their natural advantages over the weak, which goes against what other philosophers were writing about "all men being equal." Nietzsche's ideas were taken to violent extremes by the Nazis 50 years later.

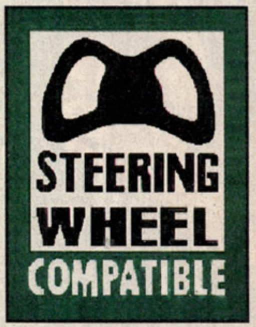
Your April issue had an ad for MK 3 on pages 112 and 113. What does that last strange symbol in the ad mean?

Benjamin Langford
Clarksville, VA



The Axe Grinder replies:

We've had lots of letters with ideas about what that symbol means. Is it Raiden with an "X" through him to show he's not in the game? Is it a joystick with an "X" through it? Part of an elaborate password system? We asked Ed Boon, the game's programmer, for an explanation. He said it represents the four-armed Goro.



Your July '94 issue had an ad on page 25 showing Virtua Racing for the Genesis. Under the rating is a symbol of a steering wheel and the words "Steering Wheel Compatible." Is there such an attachment for the Genesis?

Anonymous

The Lab Rat replies:

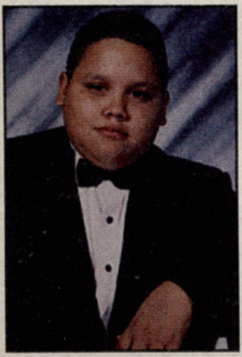
Sega says that a steering-wheel peripheral for the Genesis was going to be sold last year, but those plans were cancelled. Instead, it has a steering wheel for the Saturn. It costs about $80 and became available in June (see "GamePro Labs" this issue).

An ad in the March '93 issue listed the SNES CD System. I noticed in later issues that your magazine never mentions the SNES CD. I also noticed that the ad stopped listing the SNES CD. What happened? Was this just a misprint?

Michael Porth
Internet

Bro' Buzz replies:

Not a misprint, just a premature ad. At the time Nintendo was publicizing the soon-to-be-released SNES CD, but unfortunately it never materialized and became the very definition of the term "vaporware." The ad wasn't referring to the Ultra 64 because that system hadn't been announced yet, and it will supposedly use cartridges, not CDs.



Want to see what a Super Punch-Out! expert looks like? Miguel Guasch of Santurce, Puerto Rico, sports the championship look.

What's up with Chips & Bits? In the back of your magazine it advertises home games for sale that aren't even out yet such as MK 3. How is this possible?

Aaron Taylor
Granite Falls, WA

Bacon replies:

We get lots of questions about the tantalizing titles listed in those ads. Chips & Bits is a company that sells hardware and software through the mail. They take advance orders for not-yet-released home games like MK 3. If you order those games now, you'll still have to wait for the games to come out like everybody else, but you won't have to go to the store to get them because they'll be mailed to you. Call 802/767-3033 for more information.

On page 21 of the May issue is a six-page advertisement for the Super Game Boy that mentions that the Super Game Boy now comes with a free 72-page player's guide. I bought my Super Game Boy before this deal, and I didn't get one. Is there any way I can get the guide for free?

Jason Borchers
Internet

Bruised Lee replies:

You can get one, but not for free. You have to write to Customer Service, Nintendo of America, P.O. Box 957, Redmond, WA 98052-5111, U.S.A. Include this part number in your request: #31395. If you're writing from the U.S., include in your letter $7.50 plus $1.50 ($9 total) for shipping and handling. In Canada, send $10.50 plus $2 for s&h. The guides are available only by mail, not through any stores.

Shocks to The Systems

I've read many letters about how gamers are worried that their 16-bit investments are going down the drain. I, too, share these concerns, but I think we're writing to the wrong people. Writing to your magazine is one way to reach gamers and game-making companies, but you can also write directly to the companies that make 16-bit games (Konami, Capcom, etc.). If they get enough letters, they might keep SNES and Genesis games coming for a little longer. Although advanced systems are coming, the current systems don't have to die just yet.

Jerry Schmer, Jr.
Henderson, NV

Earth Angel replies:

You're right. Those addresses are usually on the game boxes or in the manuals. Keep in mind, though, that money talks. If nobody is buying 16-bit games and systems, companies will be reluctant to risk even more money on new games, no matter how many letters they get.

I don't get it! Why does Sega keep coming out with more and more new systems? I bought a Sega CD a while ago, and the next thing I knew the 32X was coming out. Now I'm hearing about the 32X CD, Saturn, Neptune, and Nomad. It's not like we are all walking money trees!

"KBall"
Internet

Toxic Tommy replies:

Good point! Check out the letter from the GamePros in July's "The Mail" because it addresses something similar.

The Magazine Biz

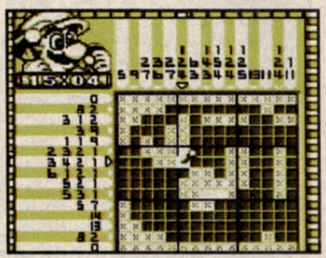
Why have you stopped reviewing Mario games? My friends and I love Mario games, but we don't know what's available because you've stopped reviewing them.

Travis Lee
Springfield, TN

Coach Kyle replies:

We haven't stopped reviewing them, Nintendo stopped making new ones! The last Mario-related game we reviewed was in June – Mario Picross, a puzzle game for the Super Game Boy. The next one we review will be Yoshi's Island for the SNES later this year.

We've reviewed every Mario game since 1989. Call our Back Issues department (415/361-0310) to order those older magazines.



An about-to-be-finished picture of Bullet Bill in Mario Picross for the Super Game Boy

Cart Queries

I've been playing Sunset Riders on the SNES, and I think it's a great game. How did it rate with you?

Daniel Badovinac
Canyon Country, CA

Doctor Devon replies:

Sunset Riders rode off with some pretty impressive ratings in our December '93 issue.

Sunset Riders by Konami

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.0	4.5	ADJ. Adjustable

Things We'll Never See

I have an idea for MK 3: the Cookality. You beat your opponent, rip off their head, throw it in an oven, take it out, and eat it.

Chris Reynolds
Alton, IL

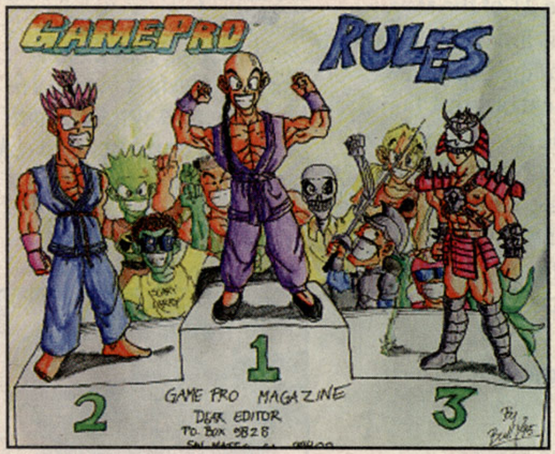
Tommy Glide replies:

Toasty!

GAMEPRO GALLERY

PRIZE
This month's winning artist will receive a ***GAMEPRO*** T-shirt!

Pick of the Month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RULES
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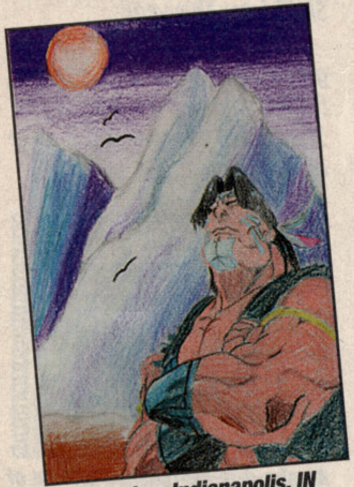
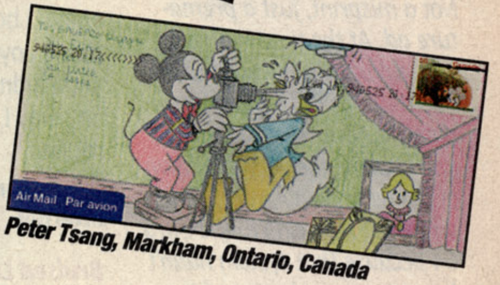
DEAR EDITOR
P.O. Box 5828

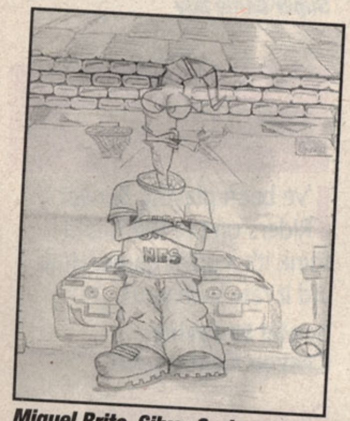
Hilky S., Jakarta, Indonesia



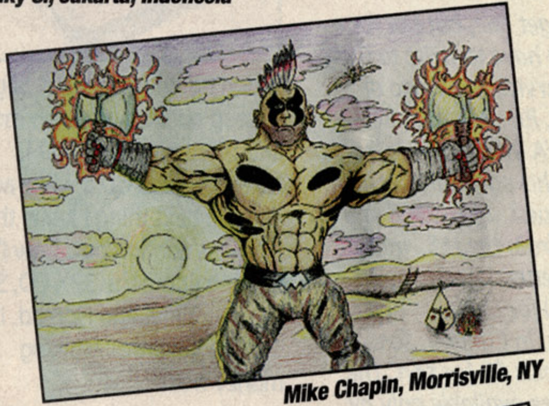
Lee Royston, Indianapolis, IN


Air Mail Par avion

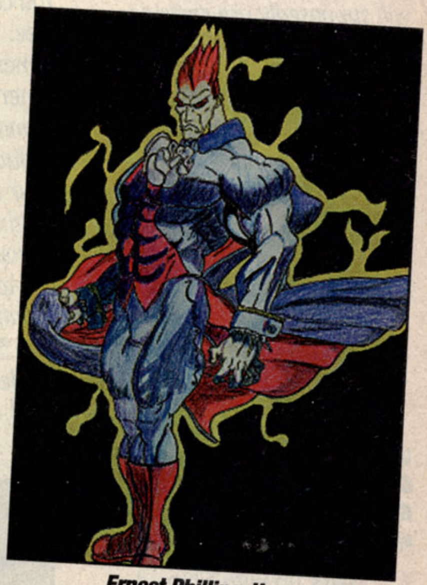
Peter Tsang, Markham, Ontario, Canada



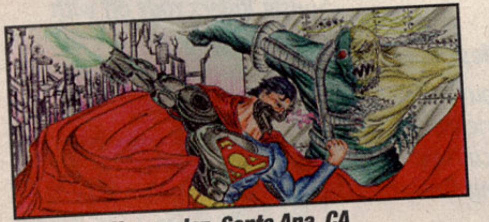
Miguel Brito, Silver Spring, MD



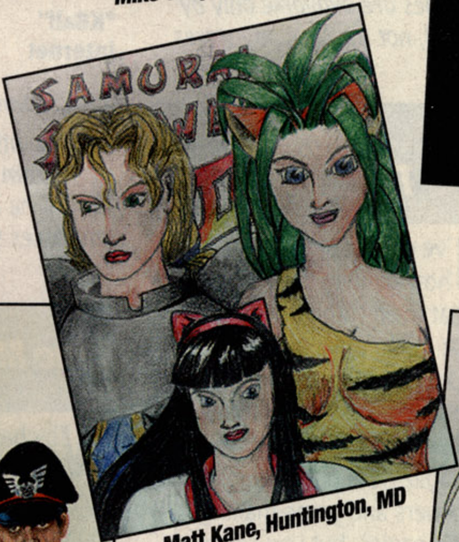
Mike Chapin, Morrisville, NY



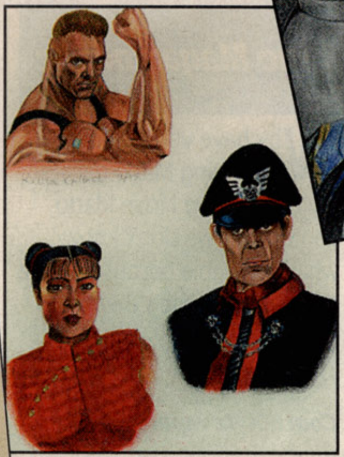
Ernest Phillips, Hempstead, NY



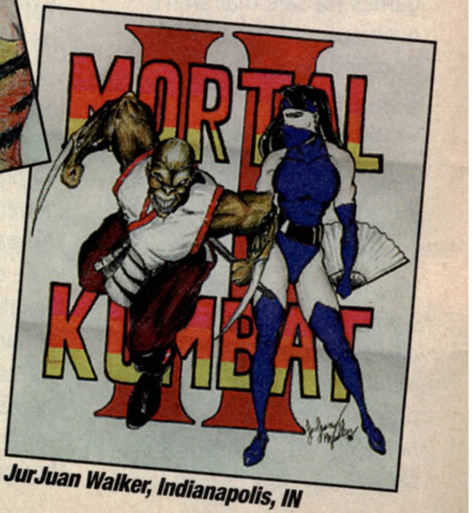
Jose Luis Hernandez, Santa Ana, CA



Matt Kane, Huntington, MD



Kalila Gilbert, Wilmington, DE


MORTAL KOMBAT II

JurJuan Walker, Indianapolis, IN

Whaddaya Think?

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Send us e-mail on the Internet at this address:

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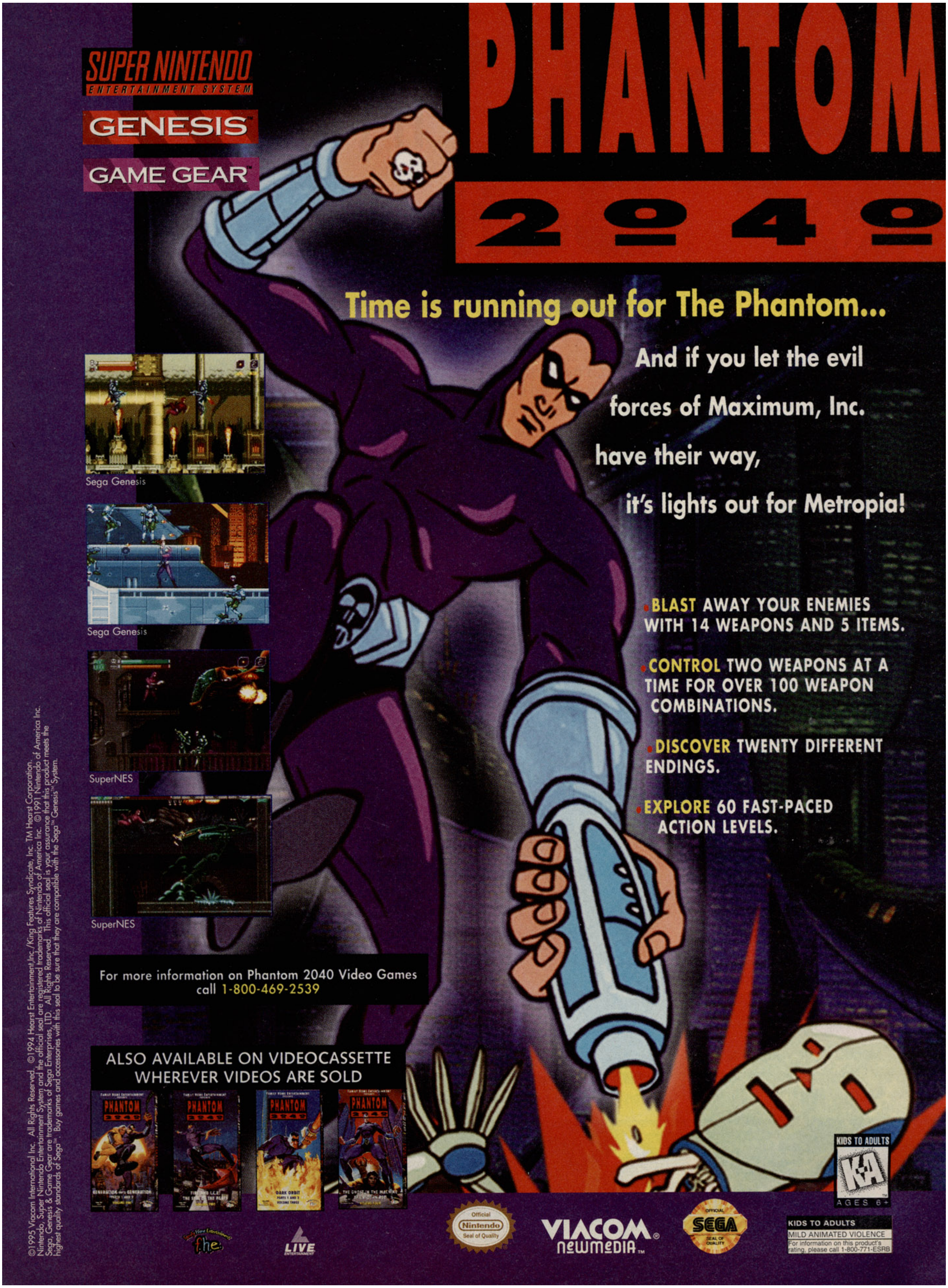
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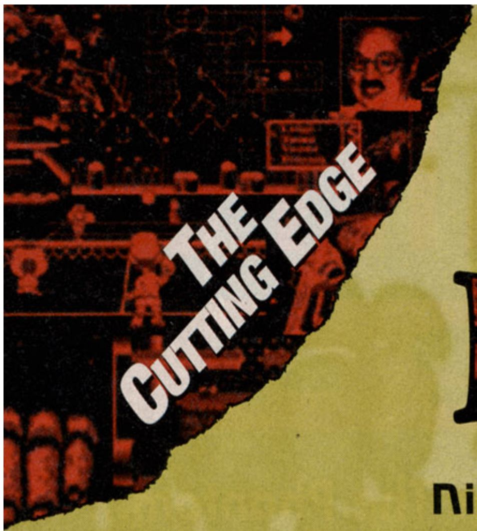


The Virtual Boy: Better Red

Nintendo turns virtual reality into the real deal.

By The Whizz

At a time when many game system manufacturers are charging hard to establish the dominant home system, Nintendo comes up fast on the outside – and off the wall – with the Virtual Boy. On August 14, the Boy makes its entrance.

Virtual Space

The Virtual Boy is a standalone tabletop unit that looks like a pair of oversized goggles on legs. The viewer, big enough to comfortably accommodate an adult with glasses, is designed to eliminate all external stimuli. It totally immerses players in a monochrome world consisting of high-resolution red images against a deep black background.

The 32-bit virtual-reality system, powered by six AA batteries, is built around a RISC (reduced instruction set computing) chipset. It uses two high-resolution mirror scanning LED displays to produce a 3D image and therefore requires hefty processing powered by an NEC V810 CPU.

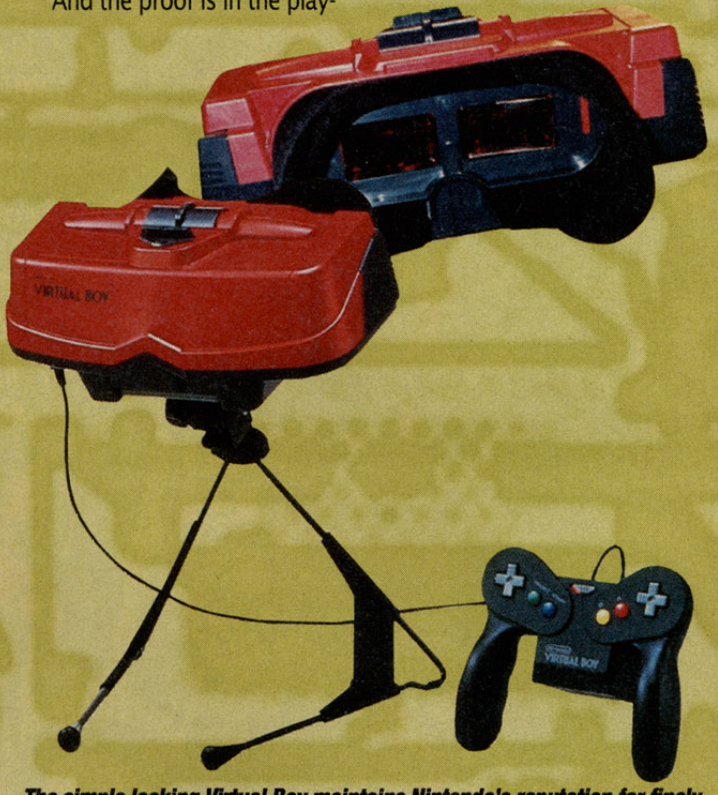
Simply Red

Monochrome visuals may turn off some people, but don't knock it 'til you try it. The Boy's 3D effect is mesmerizing!

The Boy goes red thanks to Reflection Technology's virtual display technology, the Scanned Linear Array (see "Cutting Edge," March). Combining two displays into one processing unit produces 3D graphics with complete depth perception and rotational movement.

And the proof is in the playing. For example, in Mario's Dream Tennis, the behind-the-player view makes you feel like you're right on the court. Red Alarm is a shooter that enables you to fly completely around or under objects with an impressive 360-degree viewing perspective.

The Boy's radical, twin-handled controller adds to its high-tech styling. The design consists of double pistol grips mounted on either side of a control pad, which features the on/off switch, dual directional pads, and six action buttons, including two front-mounted "triggers."



The simple looking Virtual Boy maintains Nintendo's reputation for finely crafted hardware. It even features the traditional Nintendo mystery connector, in this case a four-contact connector underneath the eyepiece.

Boys Will Be Boys

For all of its impressive technical innovation, however, the Boy has a few practical drawbacks. The system costs $174.95, and carts run from $30 to $40. That places the system noticeably below the $249 to $399 price range of the Saturn, PlayStation, and Ultra 64, but it's enough to make you think twice about buying a second system.

Additionally, though Nintendo reports that the six AA batteries will last six hours, there's no AC adapter yet. Moreover, even though the Boy is battery operated, it's too bulky to be portable unless someone produces a shoulder mount.

The Virtual Boy is no mere toy. Even though the Saturn, the PlayStation, and the Ultra 64 seem set to command the video game arena, many gamers could be seeing red. G

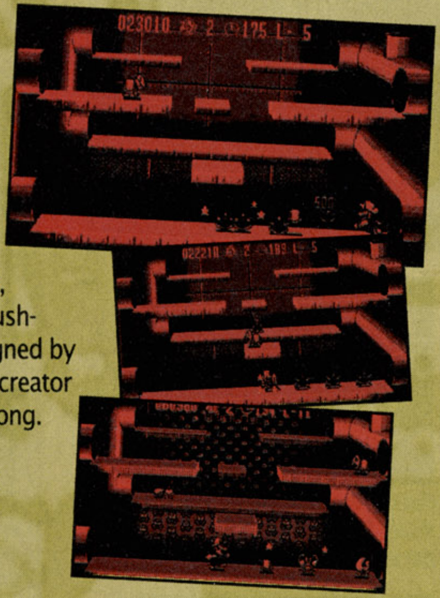
Virtual Boy Games

These games will be available from Nintendo at launch.

Mario Clash

This one-player action/adventure puzzler is a little side trip in the Mario series. You can move from front to back on the screen as you clear a path through Goombas, Koopas, Spinys, and Mushrooms. Clash was designed by Shigeru Miyamoto, the creator of Mario and Donkey Kong.

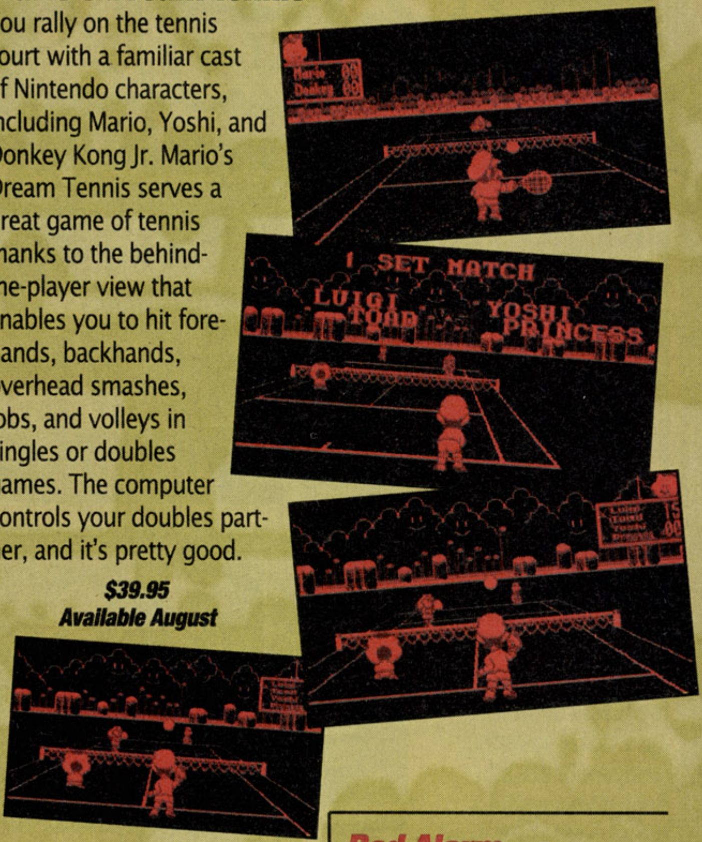
$39.95
Available August



Mario's Dream Tennis

You rally on the tennis court with a familiar cast of Nintendo characters, including Mario, Yoshi, and Donkey Kong Jr. Mario's Dream Tennis serves a great game of tennis thanks to the behind-the-player view that enables you to hit forehands, backhands, overhead smashes, lobs, and volleys in singles or doubles games. The computer controls your doubles partner, and it's pretty good.

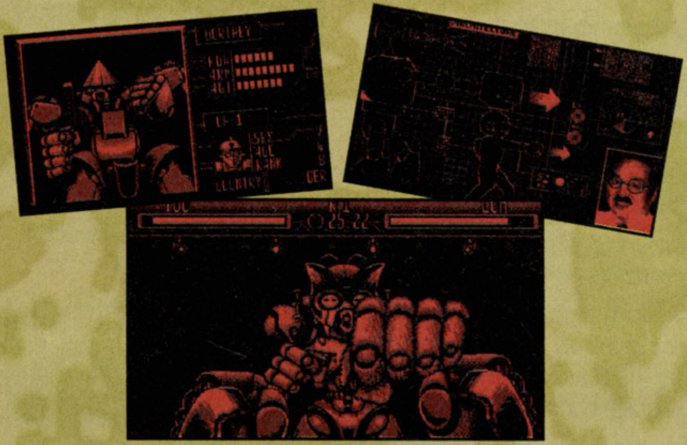
$39.95
Available August



Telero Boxer

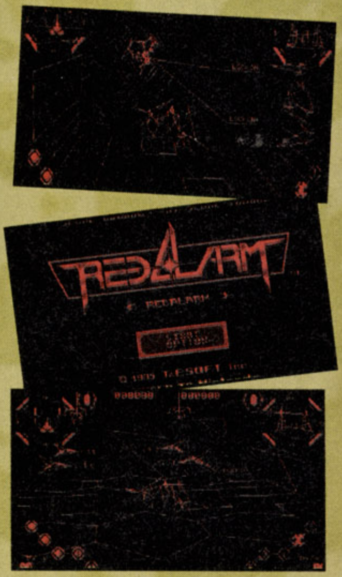
Here's in-your-face robot fighting that will make you jump out of your seat. You go toe-to-toe with your mechanical opponents via a first-person perspective looking between your gloves. Hooks, jabs, and various sucker punches seem to fly out of the screen. Your foes get stronger as you go.

$39.95
Available August



Red Alarm

This space shooter's wire-frame images look positively simplistic...until you start to play! Red Alarm's like an awesome stick-figure StarFox with a behind-the-ship view that enables you to fly over, under, and around obstacles and enemy craft. Your weapons include lasers and homing missiles, which you employ against gigantic boss creatures.

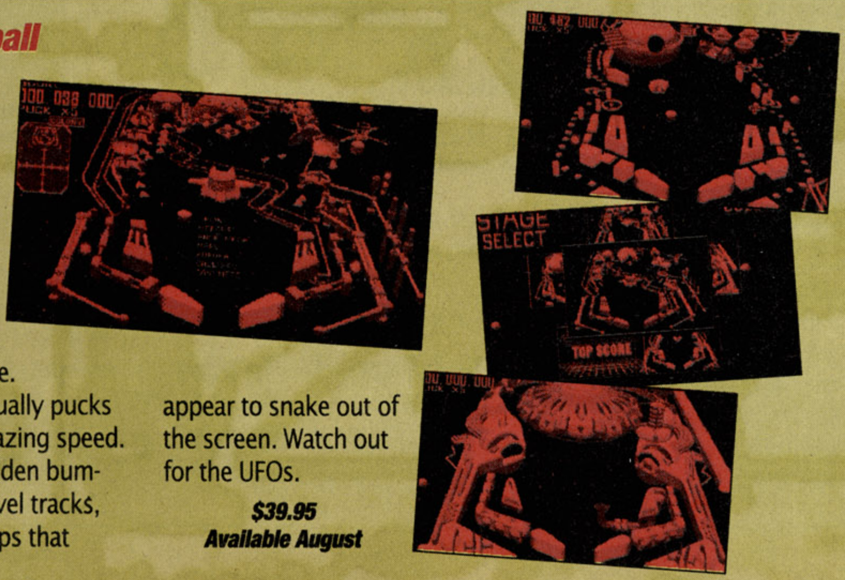


$39.95
Available August

Galactic Pinball

This could turn out to be one of the best pinball games around. The bumpers, flippers, and other pinballs on the five tables seem to float in outer space. The "balls" are actually pucks that move with blazing speed. You encounter hidden bumpers, basement-level tracks, and weird 3D ramps that appear to snake out of the screen. Watch out for the UFOs.

$39.95
Available August



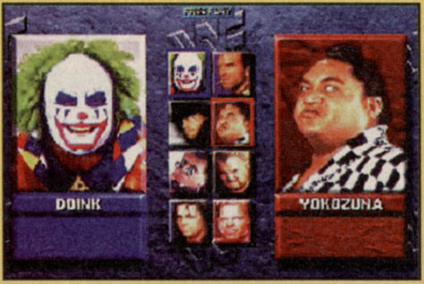
HOT AT THE ARCADES

WWF WRESTLEMANIA

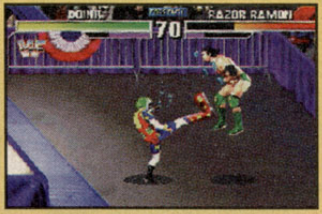
MIDWAY

By Bruised Lee

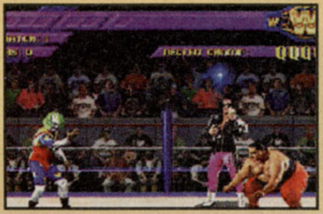
When Midway first obtained the NBA license and proposed a game called NBA Jam, there was some concern that a basketball game wouldn't be hugely successful in the arcades. NBA Jam quickly blew away the skeptics, earning the game a prominent place in arcade history. And now history is set to repeat itself as Midway corners the WWF license and turns out a wrestling masterpiece.



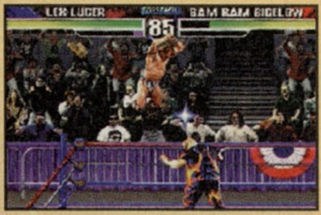
Midway's WWF lineup gives you a choice of eight grapplers.



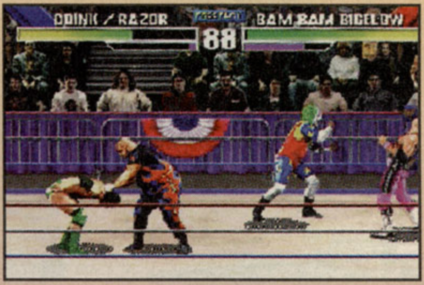
Outside the ring, Doink gives Razor Ramon a big boot to the stomach.



Doink gets in his taunt just before the match begins.



Lex Luger jumps from the ropes, trying to overpower Bam Bam Bigelow.



Put your wrestling skill to the ultimate test in a two-on-two match.

The Main Event

At a glance, you can clearly see that WWF Wrestlemania is one of the best-looking digitized games around. The amount of detail and color used in the game sets a new standard. WWF features eight of the biggest, baddest boys to kiss the canvas: Doink the Clown, Razor Ramon, Bam Bam Bigelow, Shawn Michaels, Yokozuna, The Undertaker, Lex Luger, and Bret "The Hit Man" Hart.

Each character has their own personal moves along with grabs, power grabs, power moves, reversals, and quick outs. In all, each brawler has more than ten moves. The wrestlers are free to roam inside and outside the ring, and you can even climb the ropes for a turnbuckle attack on an unsuspecting victim.

WWF has four play modes, including two one-player modes and a two-on-two mode where you and a friend can jump in the ring and simultaneously pounce on the computer opponents.

The controls in WWF are similar to those in MK: two punch buttons, two kick buttons, and a block button in the middle. In addition to the game's regular moves, players can execute high-hitting combos. Each character also has a Combo meter that can max out and enable the wrestler to perform an ultra combo. Some combos can exceed 25 hits.

Get Ready to Rumble

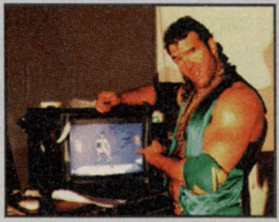
WWF Wrestlemania has all the makings of a great game. Its winning combination of incredible digitized graphics and a vast number of moves are enough to make you want to rip off your shirt and suplex someone. **G**

By Midway
Available Now

In the Making

A behind-the-scenes look at how WWF Wrestlemania was made!

Each wrestler was taped in front of a special backdrop. Later, all the taped moves were digitized and included in the game.



After taping, wrestlers watched the playback monitor to see how the moves turned out.

During taping, a few contract and labor disputes arose.

Bam Bam Bigelow takes time out of a busy day for a snapshot with Midway's WWF development team.

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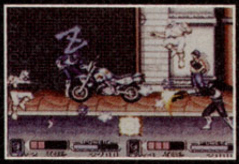

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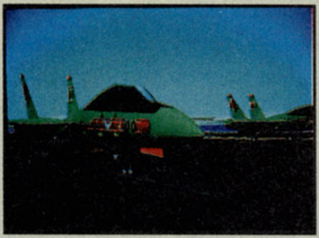
AIR COMBAT 22

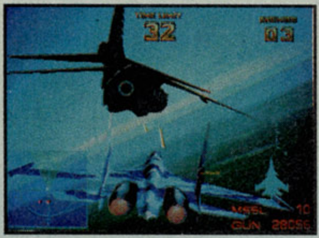
With realistic graphics and authentic controls, Air Combat 22 is as close as you can get to flying a fighter jet into combat...without actually signing on with the armed forces!

Fly the Combat Skies

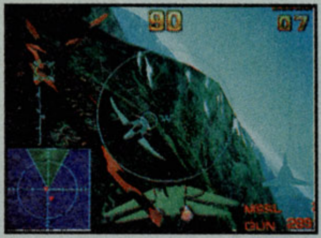
Air Combat 22 features Namco's advanced computer graphics board, the Super System 22, which produces some of the most impressive texture-mapped polygon graphics to date. Air Combat 22 is an eyeful!



In some missions, you land your fighter on an aircraft carrier.



Be sure to lock on to your target to ensure that you won't miss the bandit.



Some enemy fighter patterns are very aggressive and force you to first take evasive action before you fire.

Combat's controls position you inside a cockpit that comes complete with a backlit instrument panel, a throttle, and a control stick. From here, you can fire enough heat-seeking missiles to blow away favorite terrorist countries.

Pilots select from four levels of difficulty: Cadet 1, Cadet 2, Top Gun, and Dog Fight. Flight and combat instructions are provided in the first Cadet level to help new players learn how to navigate their fighter and find enemy targets. Depending on the level of difficulty selected, players must either refuel in midair, land at an Air Force base, or land on an aircraft carrier.

Gameplay time is extended for each enemy fighter you shoot down. When your aircraft takes a hit, however, you momentarily lose control. The missions include a variety of land and sea terrain as you dogfight your way to victory.

Stay on Target

Air Combat's amazing graphics and intense gameplay give players the opportunity to touch the sky without ever leaving the ground. It also fulfills any *Top Gun* fantasy you may ever have. G

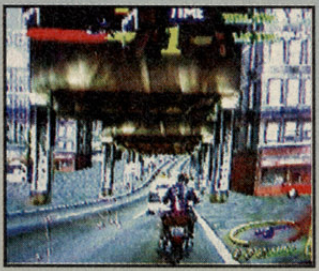
By Namco
Available Now

Cool Riders

Grab your leather jacket, mount your favorite road hog (the bike, not Sonic), and cruise the spirited open road around the globe. It's time for a cool ride.

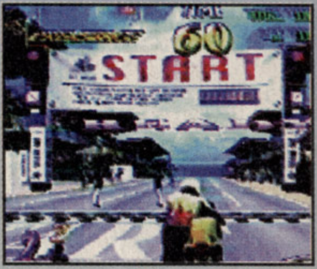
Full Throttle

Cool Riders is a fast-paced real-time 3D motocross simulator with eye-catching, colorful graphics. You race through 48 stages, beginning with New York and finishing with a chilly trip through the Arctic. The game's check points are nonlinear, so you can race the more exotic locations on the map at will. For example, cruise through Hawaii, where surfers and swimmers face some unexpected weather, or check out Sweden as you race through ski grounds and hit stellar jumps.

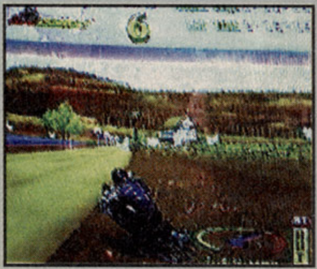


Open up your bike on the straightaway to recoup lost time.

The game's view puts you right behind your bike, similar to the perspective in Road Rash. You can choose from eight characters, each with customized on-road and off-road motorcycles.



Jump on your bike and get ready for the ride of your life.



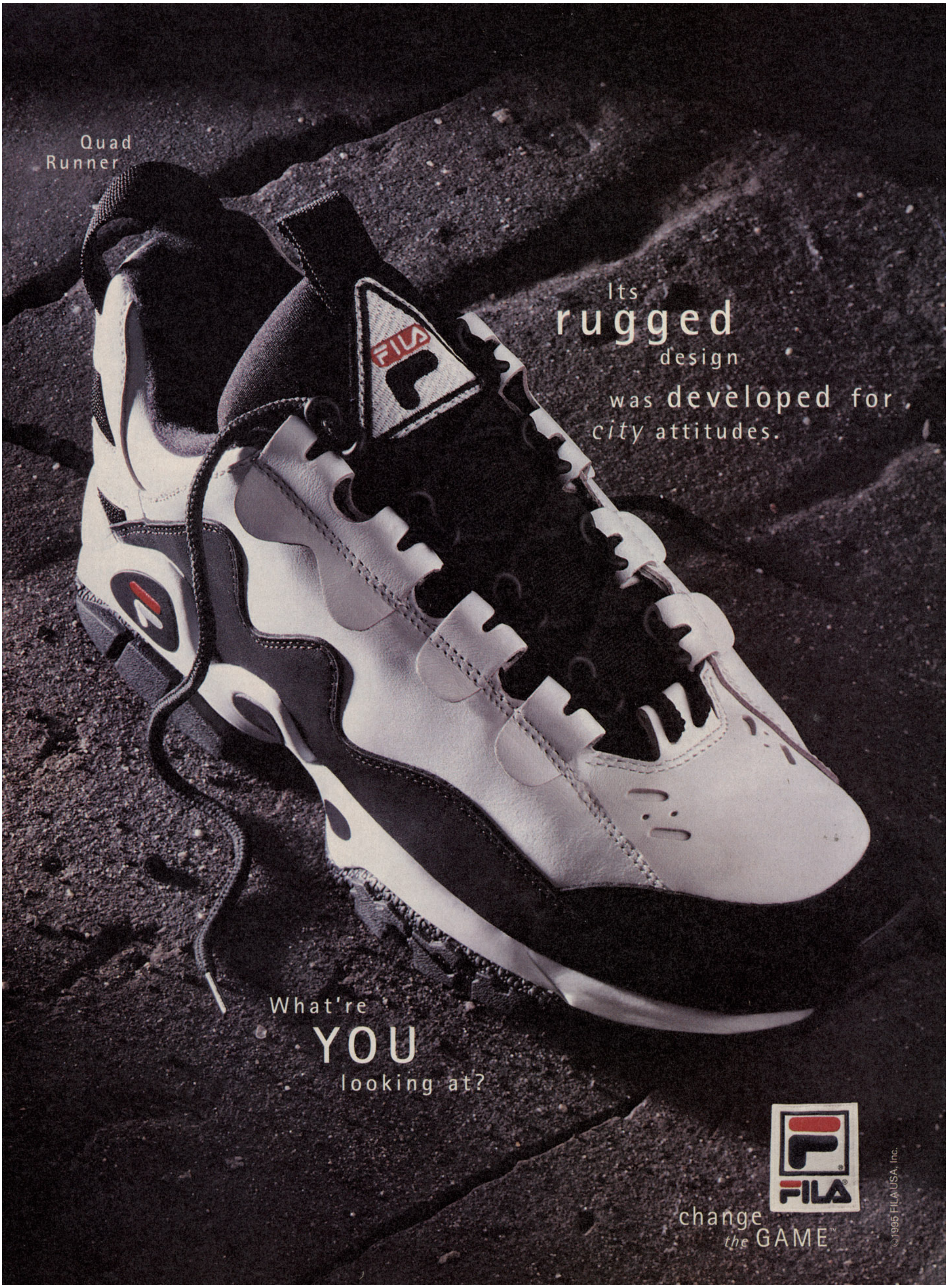
Some turns in the race will force your bike to power drift, so watch your speed.

Each bike has its own individual top speed, handling, body performance, and more, so be sure to choose the one that best suits your riding skills.

Easy Rider

Cool Riders gives players the ultimate speed thrill while its controls let you enjoy realistic power drifting, steering weight, and kickbacks. With all the nonstop action, only one question remains to be asked: Are you cool enough to handle this ride? G

By Sega
Available Now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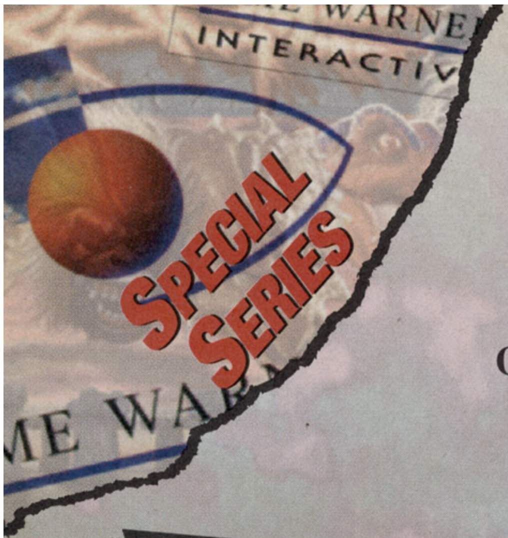


THE GAMEMAKERS:

The Artists

Our ongoing look at the people who make games continues with artist Jason Leong, one of the prime creators of Primal Rage.

By The Feature Creature and The King Fisher

Jason in his office, surrounded by Primal pictures

Using pens, pencils, and keyboards, artists turn the ideas of the game-making team into visual realities. The artist's drawings give life and detail to vague concepts, clarifying characters and backgrounds. We asked Jason Leong, one of the top artists at Time Warner Interactive, to tell us in his own words about his daily job and his work on Primal Rage.

The Background

"Being a member of Generation X, I grew up with the first generation of video games. It was every kid's dream to work on video games because they were such a large part of our lives. However, I didn't really pursue that career path – I just wanted to draw cartoons and comic books. I loved games, but I figured I probably couldn't get into that field.

"In high school, I took art courses, and though I thought I had the talent to draw comics, they didn't seem like a realistic option. So I took an internship at a nonprofit graphic-design studio. The internship was great because it was with a small company, so I got direct hands-on experience doing small things like logos and business cards. The best part for me was that the atmosphere was very supportive, which might not have been true at some huge company where I would've ended up just getting coffee for everybody without ever working creatively.

"I reached Time Warner almost by accident. In 1991 a friend told me about his job there and that they were looking for new blood so they could compete with Street Fighter. Even though I'd prepared myself to go into graphic design by learning the Mac and different illustration programs, none of that was relevant when I interviewed. Just to show them I could draw, I dug up old flip books and odd drawings I'd done for fun when I was in high school. Surprisingly, I got a job. I began working on Moto Frenzy for the arcade, drawing tire animations for the motocross action. I must've drawn 500 frames of tires spinning and dirt flying.

"Every year the company throws a brain-storming session where everybody brings

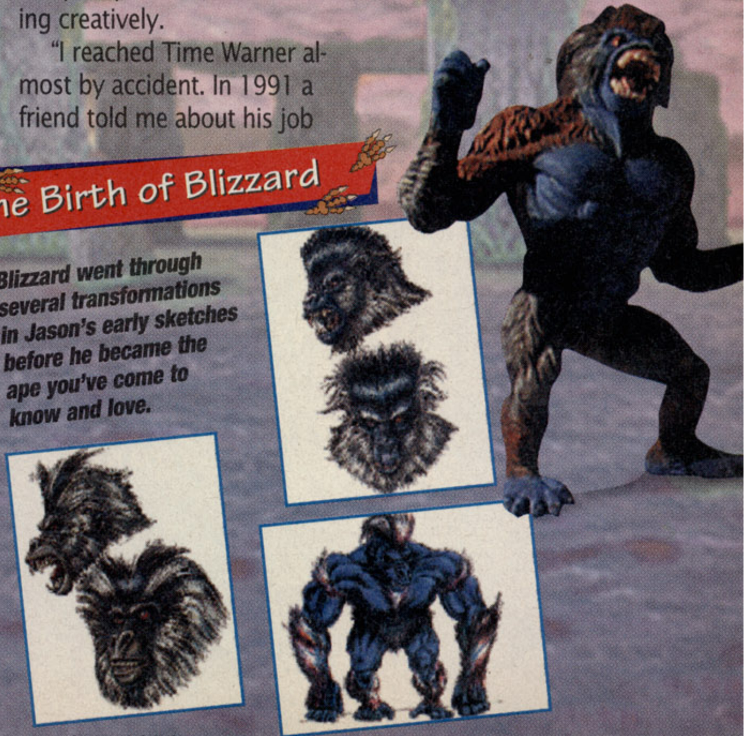
JOB LISTING: VIDEO GAME ARTIST

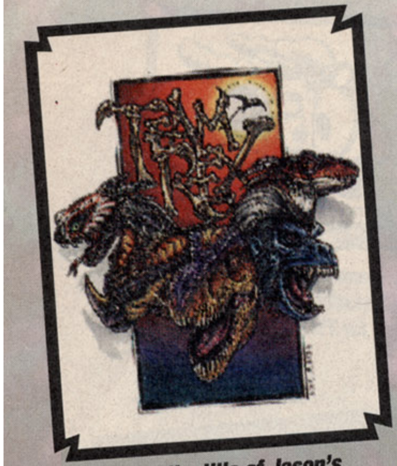
Must have creative imagination and the ability to express ideas visually. Excellent drawing skills and knowledge of computer-illustration programs required. Comic-book or gameplaying background a plus.

Artist's Résumé

Name	Jason Leong
Company	Time Warner Interactive
Current job title	Art Director
Last game	Primal Rage
Next game	Primal Rage 2
Previous games	Moto Frenzy
Education	San Jose State University, California
Age	26
Mailing address	Jason Leong Time Warner Interactive 675 Sycamore Dr. Milpitas, CA 95035
Online address	Leong@agames.com

The Birth of Blizzard


Blizzard went through several transformations in Jason's early sketches before he became the ape you've come to know and love.



Team Rex, the title of Jason's 1994 drawing and the nickname for the gamemakers who worked on Primal

up new game ideas. A few years ago I brought up the concept of a head-to-head dinosaur fighting game, which coincidentally someone else also brought up, but their idea was just two T. rexes fighting. My original write-up included ideas that finally appeared in the game, such as different species of quickly moving dinosaurs and the concept of the dinosaurs being gods. The Primal team quickly grew, and I moved up to lead animator and then art director, coordinating and administrating the staff and the many contractors we worked with. On Primal 2, I'm taking more of an administrative role, doing more talking and writing than drawing."

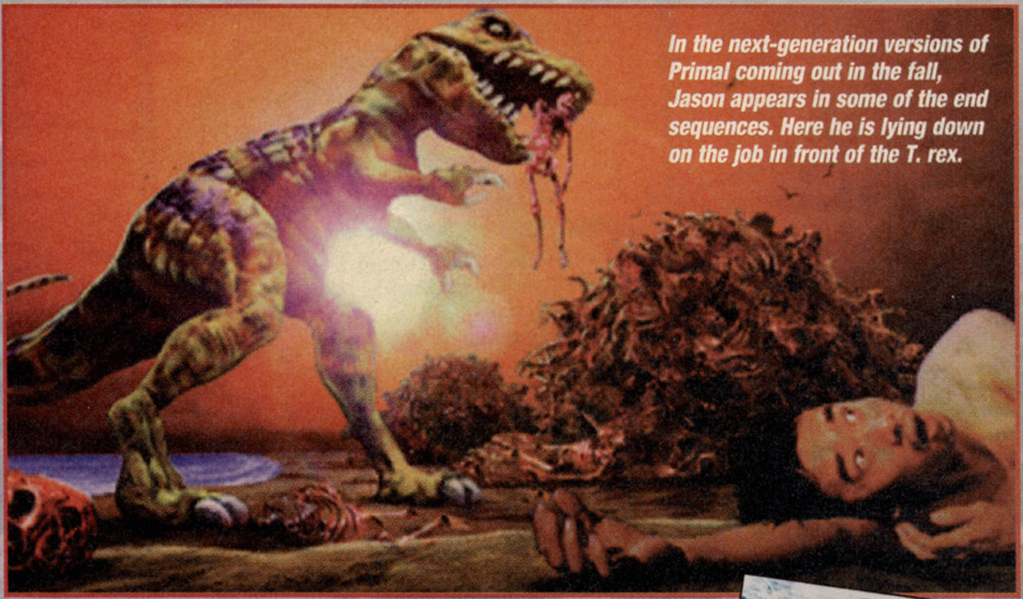
The Job

"As an artist, I drew the game's characters on paper first, showing the dynamics of their movements and giving them the visual details that make each character engaging. I had a lot of freedom on Primal Rage as I designed the characters, but eventually everybody had input into them, and the final results really are a team effort.

"The Primal drawings were then given to a stop-motion animator, who made models and moved them around. Meanwhile, other artists and I worked on the computer using programs like Adobe Photoshop to design title screens, credit screens, high-score screens, and things like that. We also did a few special computer animations of bodies squashing and stretching, extra blood splatters, and other special effects."

The Advice

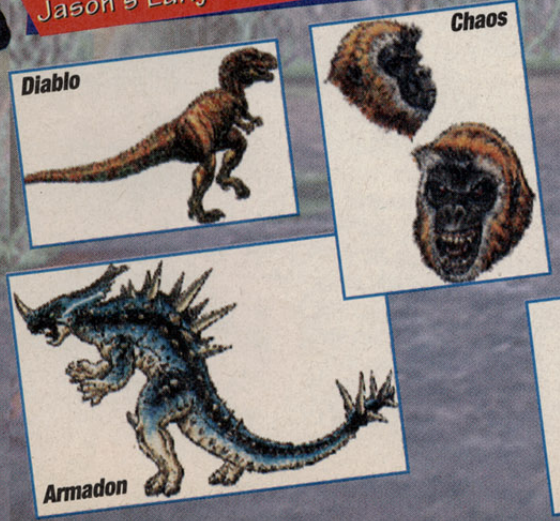
"The best way to become a video game artist is through school. You can't beat it: School shapes your talent and gives you a work ethic. This doesn't mean getting A's in science and P.E. It means exploring different subjects and ideas. School gives you many of the things your character is built on. Think about Primal – we discussed archetypes and temples and gods and dinosaurs, so I had to draw upon a wide range of knowledge that I hadn't



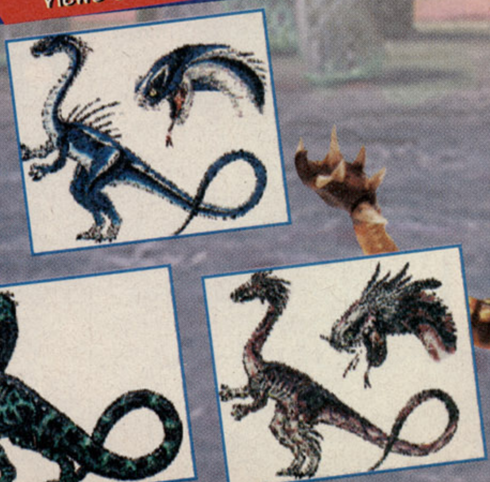
In the next-generation versions of Primal coming out in the fall, Jason appears in some of the end sequences. Here he is lying down on the job in front of the T. rex.

Jason's first job in the video game industry was creating the tire animations for the arcade racing game Moto Frenzy.

GameMaker's Gallery: Jason's Early Drawings for Primal

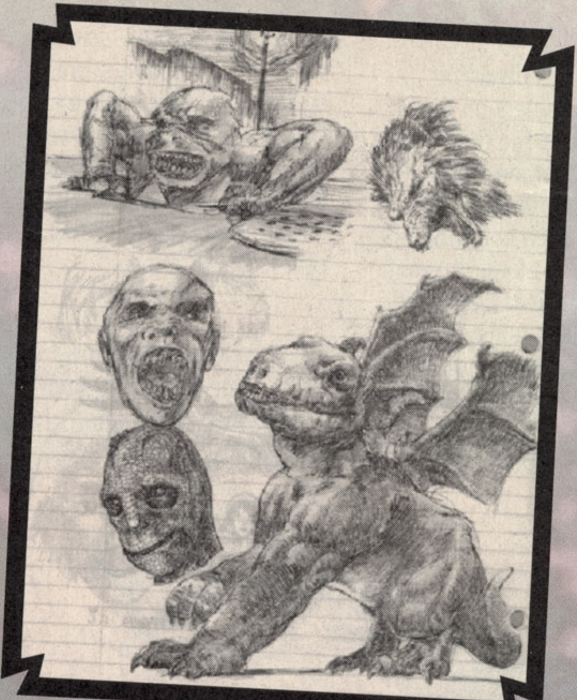


Views of Vertigo

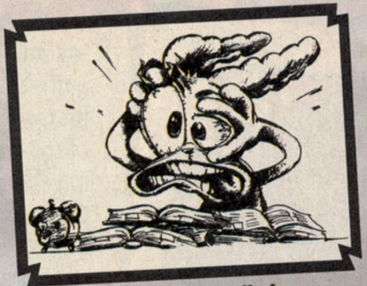


planned on. The more you know, the more you'll shine.

"It's also important to be a gamer. I try to look at all the magazines and all the games, focusing more on imagery than on gameplay. Look at everything that's out there and become what's called a 'culture vulture.' Become a sponge for all sorts of different things and keep your mind open because you never know how you're going to use it down the road. I can't get enough of reference books and movies – they're all relevant to what I'm doing if I look at them closely and try to learn from them.

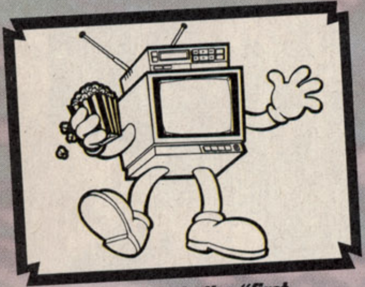


Jason has an amazing notebook filled with hundreds of drawings that he did early in high school. This one page is typical. "Dragons, dinosaurs, and fantasy creatures were always fun to draw," he says.



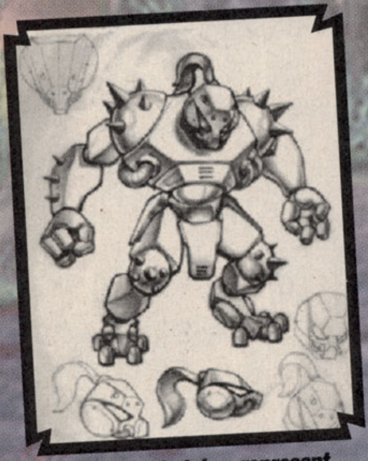
This 1992 sketch is called Cramming for Finals.

Jason in his first year at San Jose State University (1988)



Jason says this is the "first officially printed professional logo" that he sold; it's for a video-rental store.

"Another major consideration is location – you'll probably need to move to where the business is, which means the Bay Area. When we hire artists from around the country, we ask them to move out here because realistically we need them nearby.

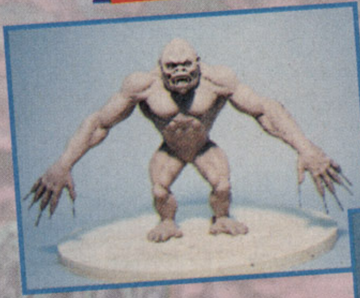


These 1992 sketches represent Jason's ideas for a boss character for an Atari game that never made it to production.

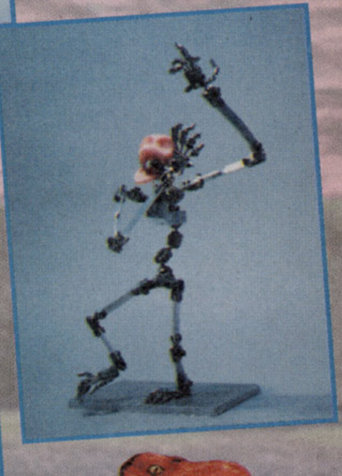
"And keep working at your drawing. It's not like riding a bike, where once you learn it, you've got it. Drawing requires constant practice, even if you're born with a lot of talent. Stay focused on your work and don't just draw blindly – question what you're drawing and be sure you've exhausted all the alternatives before you commit to a final decision.

"Finally, keep an open mind because nobody gets to do everything their own way. Ultimately you'll wind up working with other people in a team structure, which forces everybody to compromise somewhat. The team may come up with better ideas, or the parameters of the project may change, or there may be late financial restrictions on what you're doing, so you have to be open to change. If you can't get it your way, there are other ways to make it happen and still be good." **G**

Primal Primer

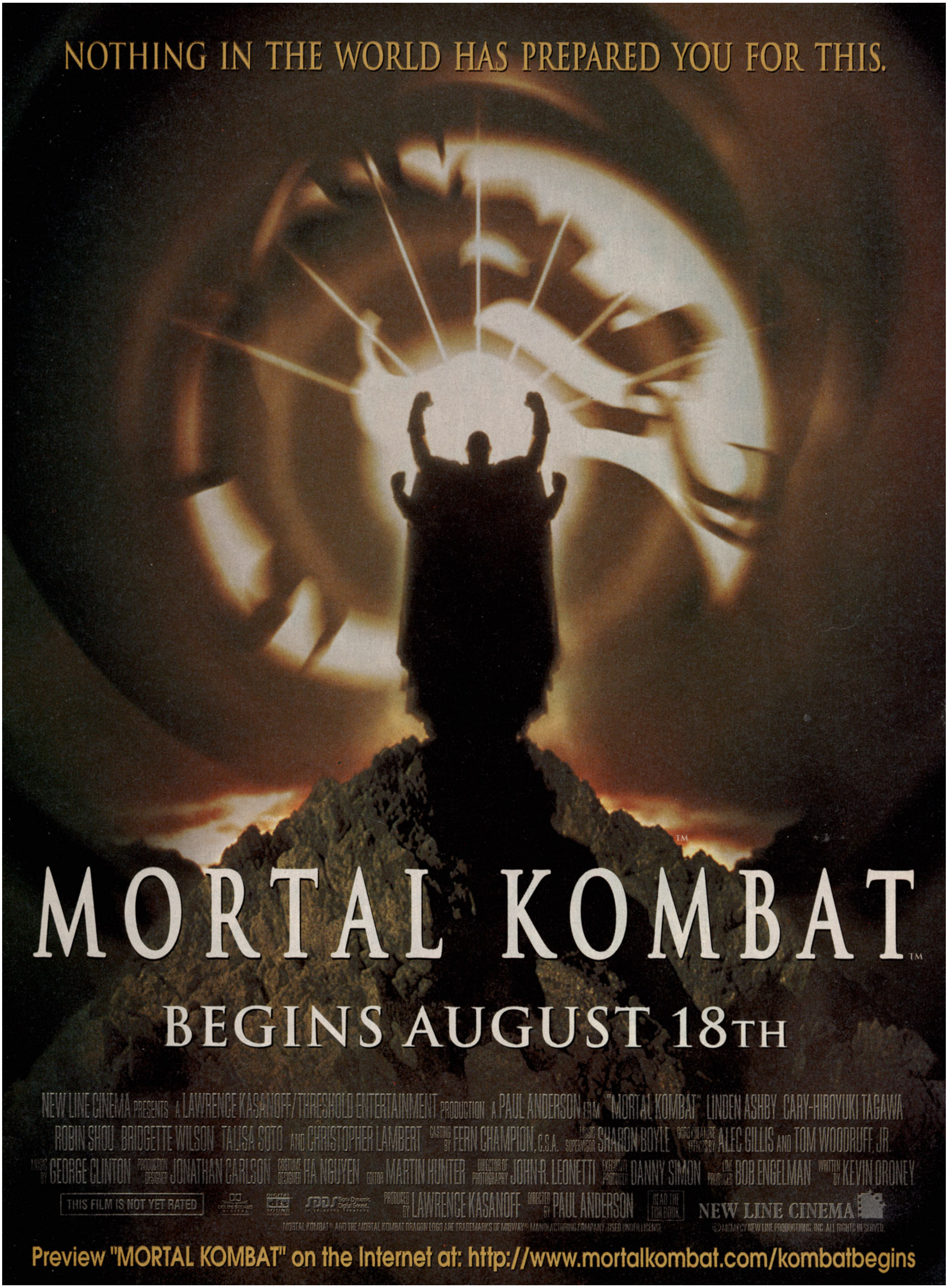


Jason's sketches were turned into three-dimensional models by model maker Dan Platt.



Flexible armatures were made and inserted inside the latex "skin" of each dinosaur.

The models were filmed using stop-motion animation, which required the filmmakers to painstakingly move the models a fraction of an inch for each frame of film. For more insight on Primal's stop-motion technique, see "The Making of Primal Rage" in the November 1994 issue or check out the upcoming Official Primal Rage Players Guide, which is published by Infotainment World Books.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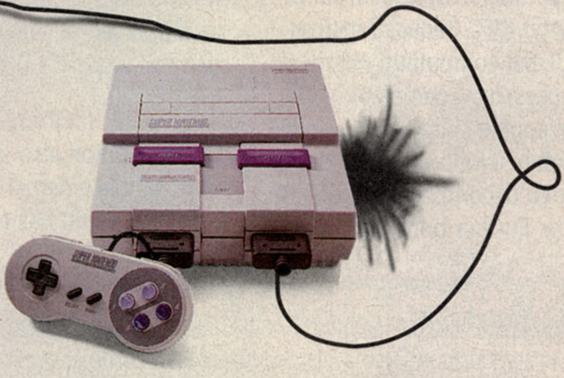

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SPECIAL FEATURE

Presenting the Sony PlayStation

Sony's 32-bit PlayStation debuts this month – so what do you get for your $299? Check out the hardware and the first wave of the software that will be available this fall.

By The Whizz

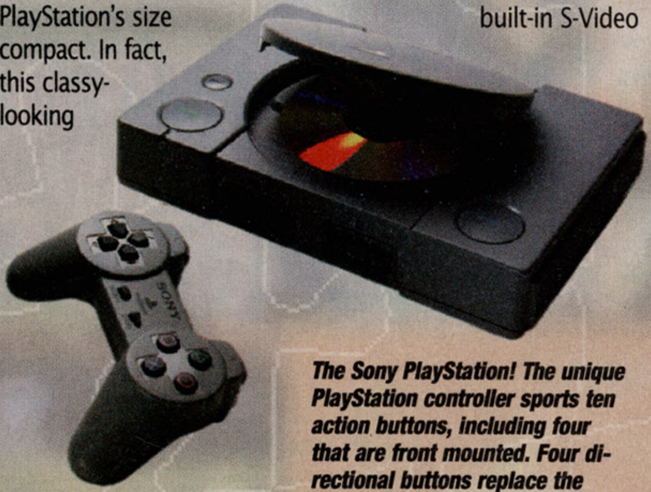
Let the next-generation video game wars begin! The Sony PlayStation goes on sale nationwide September 9. So begins the long-awaited head-to-head struggle with the Sega Saturn for the hearts, minds, and disposable incomes of gamers everywhere.

What you get: The PlayStation's $299 price tag purchases a system unit and one controller. Unlike the $399 Sega Saturn, the PlayStation will not feature a pack-in game.

Under the Hood

The PlayStation's gameplaying power comes from good ol' American know-how. LSI Logic Corporation of Milpitas, California, designed and manufactured the system's custom CPU microchip, which consists of three high-performance processors: an R3000A Mips 32-bit RISC (reduced instruction-set computing) microprocessor, a complete graphics engine subsystem, and a high-resolution full-motion-video decompression subsystem. Further boosting the PlayStation's processing speed are a double-speed CD-ROM drive, 16 megabits of primary RAM, and 8 megabits of V-RAM.

Fewer chips and fewer connections speed up coded game instructions and cut down dramatically on the internal silicon, which keeps the PlayStation's size compact. In fact, this classy-looking system has a footprint that's smaller in length and width than this issue of *GamePro!*



The Sony PlayStation! The unique PlayStation controller sports ten action buttons, including four that are front mounted. Four directional buttons replace the standard circular pad.

A Cool Exterior

The PlayStation also sports a sleek, simple external look. The front of the unit has two slots for controllers or a mouse and two additional slots for credit-card-sized memory cartridges that can save game data.

In the rear of the system, you get standard AV connectors and a communications port. First-generation Japanese PlayStations featured a built-in S-Video connector, an outstanding idea that was unfortunately axed from the American unit.

PROTIP: Check out PlayStation ads for hidden Ridge Racer codes (see ProReviews this issue).

If you own a TV sans AV outs, you can purchase an RF adapter. The communications port will support 'Station-to-'Station gameplay via the Combat Cable connector.

Power Playing

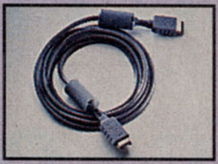
The Sony PlayStation puts in place a major piece of the puzzle that is the future of video games. Its arrival certainly transforms 32-bit gaming from the "next" generation into the "now" generation. G

A Word About Reservations

Sure you can reserve a PlayStation at some stores, but it'll cost you. According to Sony Computer Entertainment, for $25, some – not all – retail outlets will hold a PlayStation in your name. The catch is that your $25 will not be deducted from the $299 price tag. If it's any consolation, you'll receive a CD+G disc with music and PlayStation previews.

PlayStation Peripherals

Memory Card



Combat Cable

RGB Cable

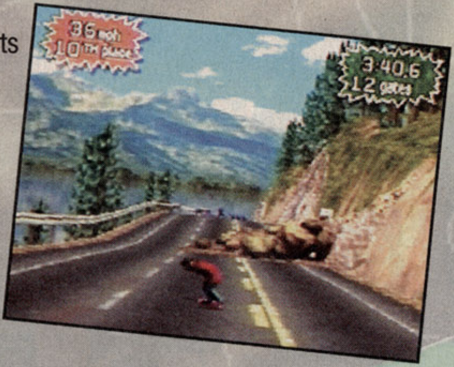
PS Mouse

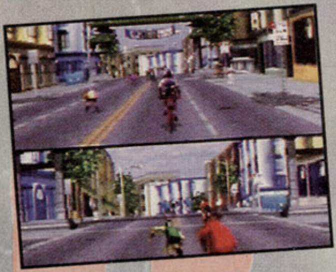
Playing on the PlayStation

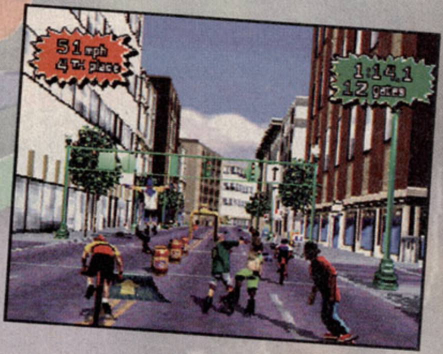
Here's a peek at the PlayStation games coming your way in the near future.

By Slo Mo and Captain Squideo

ESPN Extreme Games







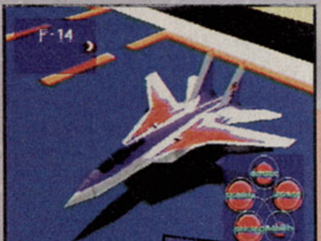
ESPN Extreme Games is based on the popular sports show that airs on ESPN^2. The sports pit players on in-line skates, mountain bikes, skateboards, and street luges against treacherous outdoor courses in San Francisco, Lake Tahoe, Hollywood, Utah, Rome, and the South American jungles.

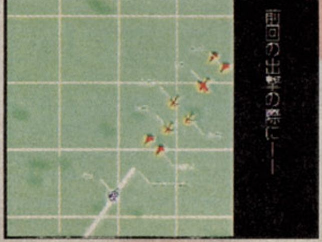
Each mode of transportation has its own advantages. The skateboards, for instance, offer fast downhill racing, while the mountain bikes enable you to traverse the rugged jungle terrain.

You compete from a Road Rash-style behind-the-racer perspective with two-player split-screen action juicing the intensity. Hard-driving music, commentary from ESPN announcers, and hidden bonus levels help make this game extreme entertainment.

By Sony Imagesoft
Available September

Air Combat

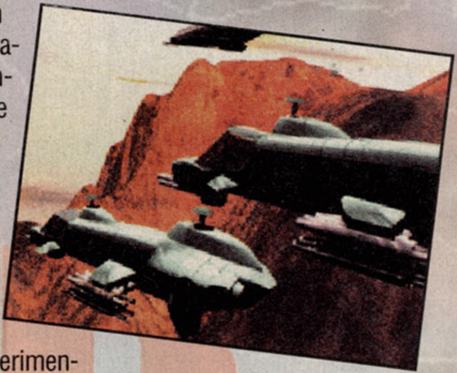




This high-flyin' polygon shooter arrives on the PlayStation with all its arcade features intact. Using three perspectives on a realistic texture-mapped world, you fly intensely authentic *Top Gun*-style combat missions against waves of enemies with the clock ticking. Three special bonus stages, four difficulty levels, varied terrain, aerial dogfights, midair refueling, and carrier landings are all part of the dizzying action.

By Namco
Available September

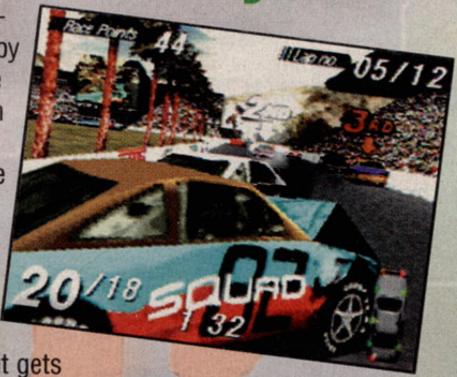
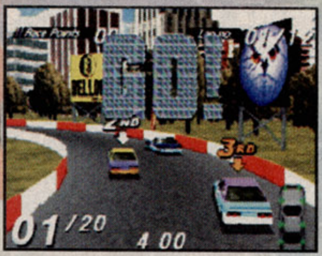
Blades of Rage



This flight sim is set in the near future when maniacal dictators and random violence dominate the world. You're both pilot and tactician in one of six custom helicopters, flying missions for an agency trying to restore peace. Unique choppers with their own experimental weapons systems, varied missions that range from transport jobs to assassinations, and realistic effects should make this an intense aerial experience.

By Ocean
Available October

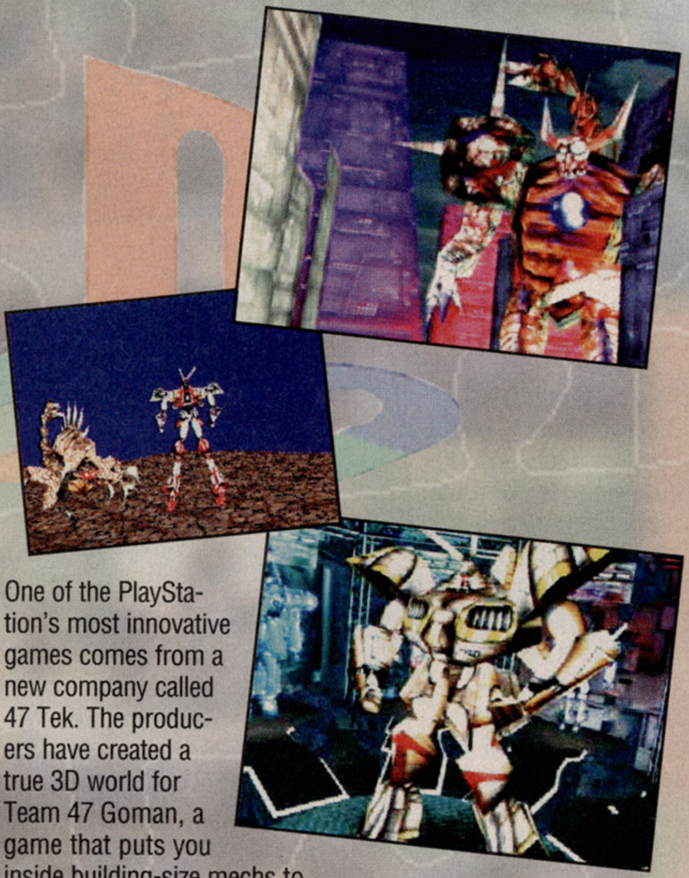
Destruction Derby

Daytona with wrecks – that's Destruction Derby in a nutshell. You race big, fast stock cars on realistic-looking circuits, but unlike Ridge Racer and Daytona, damage is the name of the game. Inflict it, but also avoid it because your car will handle differently as it gets pounded. Ten-car pileups won't be uncommon on these busy tracks. A head-to-head racing mode and a no-rules attitude could put this one in the winner's circle.

By Psygnosis
Available October

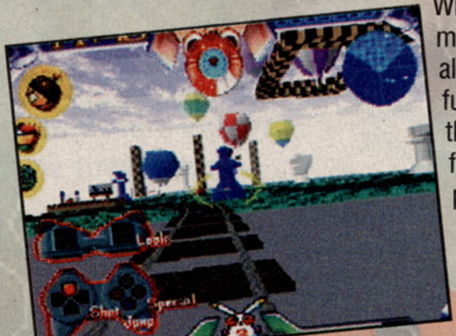
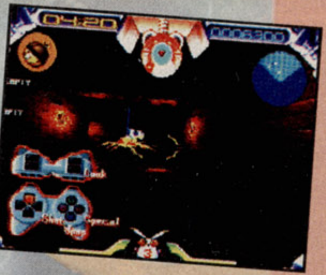
Team 47 Goman



One of the PlayStation's most innovative games comes from a new company called 47 Tek. The producers have created a true 3D world for Team 47 Goman, a game that puts you inside building-size mechs to vanquish huge alien monsters. Play Goman as an action/shooter, a head-to-head fighter, or a strategy game in settings like Tokyo, New York, and Hawaii. Amazingly fluid movements, detailed creatures, and thoughtful gameplay add up to a potential PlayStation powerhouse.

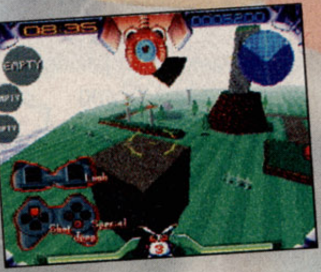
By 47 Tek
Available November

Jumping Flash

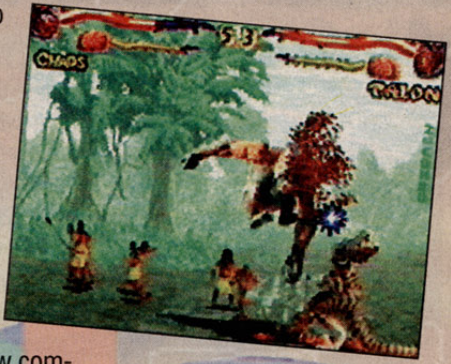



What's up, doc? A huge mechanical rabbit, aliens, and a world full of weird enemies, that's what. Playing from a first-person perspective, you bounce your strange rabbitlike craft onto elevated platforms scattered across colorful 3D landscapes. You also navigate through hallways for a little Doom-style search-and-destroy action. Eye-popping graphics and unique gameplay should dazzle fans of novel action/shooter games.

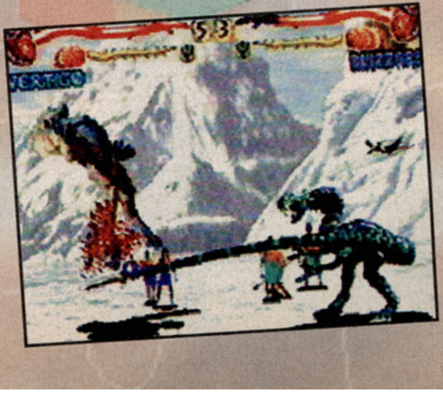
By Sony Computer Entertainment
Available October



Primal Rage



Primal Rage bites into 11 home systems this year – and of all of them, the PlayStation version may be the fastest. As in the popular arcade game, you pit seven imaginary gods from the dinosaur era against each other in vicious two-player claw-to-claw combat. Sauron, Vertigo, and the rest are here with all their arcade moves, combos, and finishing sequences intact. New cinematic intros, victory animations, a training pen, and a tug-of-war mode help make Primal a major rager.



By Time Warner Interactive
Available November

Exclusive Guided Tour

Producers Play the PlayStation

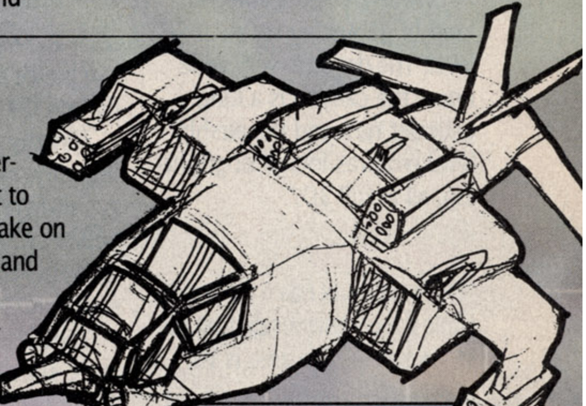
Sony Imagesoft's producers give us a guided tour through Warhawk and Twisted Metal, two of their hottest PlayStation games.

You may already know something about Warhawk and Twisted Metal because they were so visible at the Electronic Entertainment Expo this past May. But what you probably don't know about the games are their later levels since only the first two levels have been shown so far. Until now.

Warhawk's and Twisted Metal's associate producers/designers, Mike Giam (Warhawk) and David Jaffe, walk you through every level in the nearly completed games before their late-October releases.

The Sony team: Producer Allan Becker (standing); Mike Giam (left); David Jaffe (right)

Warhawk Words

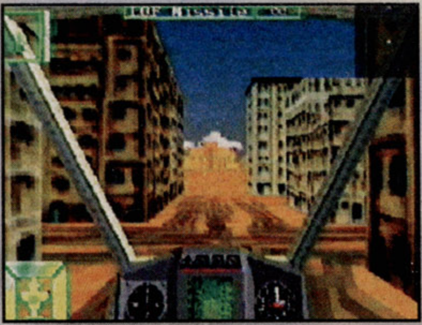


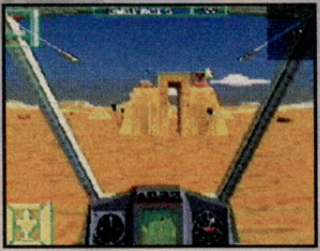
Associate Producer/Designer Mike Giam: "In Warhawk, we were trying to create a flight-action game that nobody had seen before. Games like AfterBurner are shooters that just happen to have planes in them, whereas in Warhawk we actually give you the sensation of flight.

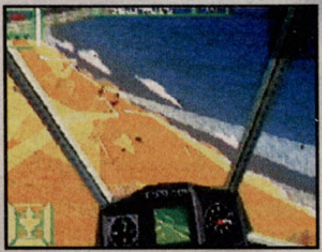
"From a gameplay standpoint, I think we're really striking into a new territory. Think of it as a *Top Gun* attitude in a 3D Desert Strike game. There's a definite mission, as in Desert Strike, but how you go about it is up to you. We looked at shooters like AfterBurner and StarFox, and we juxtaposed their arcade feeling with the freedom of a computer flight sim. Warhawk's very accessible – it's also two-player with one player as the pilot and one as the gunner.

"Your mission is to locate the fuel source of an evil dictator. In the first level, the desert, you must destroy four towers; once you do, a second line of defense appears, which is a huge rising fortress.

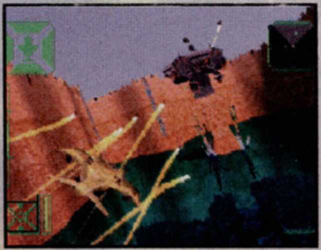
"Enemy jetfighters and ground defenses pursue you as you go. You determine how you want to fly: You can either take on the primary targets and then deal with the ground and air support, or you can systematically try to take everything out, which takes longer. The fuel is inside the fortress. There are different ways to get inside.

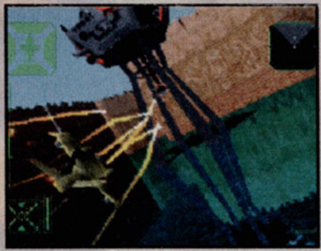






Three views of the desert mission

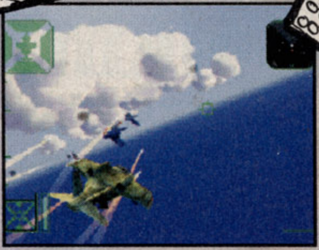


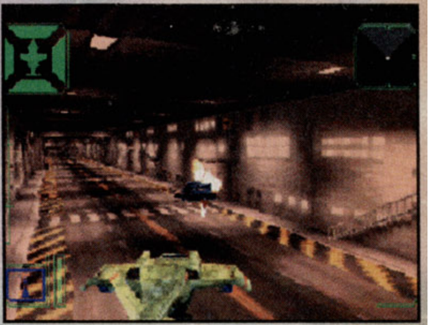


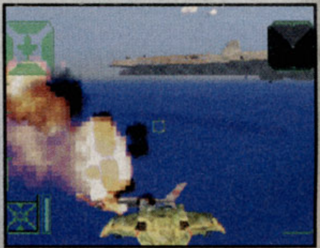
Attack in the canyon

"Next is the canyon. You're trapped there by a force field, so the only way out is to run the canyon, and there are multiple pathways.

"The canyon's a mixture of the Grand Canyon and the







Dogfight action outside and inside the airship

Death Star trench in *Star Wars*: You'll face armored gunboats, floating mines, missiles, and fortifications on the walls. The flight culminates with a battle against a heavily fortified bridge across the canyon.

"The third level involves an attack on an airship over the open ocean. Imagine four aircraft carriers, stick them together, double them, and that's what you're fighting.

"First, you must fight your way into it past four smaller escorts. It's a very dogfight-oriented level.

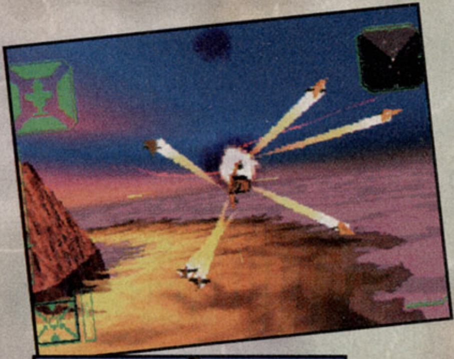
"We've created a different kind of gameplay for each level: The desert is very wide open, the canyon is a long gauntlet run, and the airship level requires lots of dogfighting, all in full 3D."

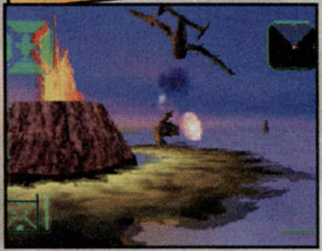
Last Levels

"The next level has a large volcanic island surrounded by tall stone spires. The area is very dark and foggy, though you can pierce the cloud layer and fly into the bright sunny sky.

"Enemy jetfighters and huge flying gunships are everywhere. You must work your way into the volcano to reach the labs where the fuel source is.

"The last two levels are more sinister, almost Gothic and foreboding. They will provide the culmination of everything you've seen. Your flying skills will need to get better and better. There are also some secret areas you'll encounter."



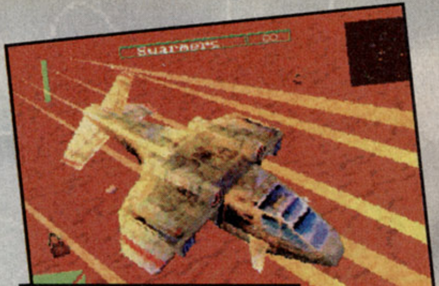


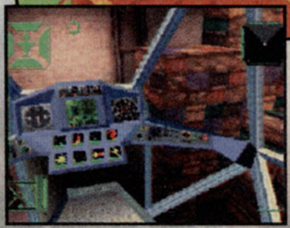
Fiery action outside the volcano

Control Quotes

"Warhawk has an interesting control setup. We've given the player as much control as possible while still making the gameplay accessible. The jet is like a Harrier, so you can both fly and hover. Your guns, missiles, and afterburner are on the thumb pad; more advanced players will use the shoulder pads for tight turning, banking, and sidestepping. The basic armaments are machine guns and missiles, plus you can pick up things like doomsday bombs.

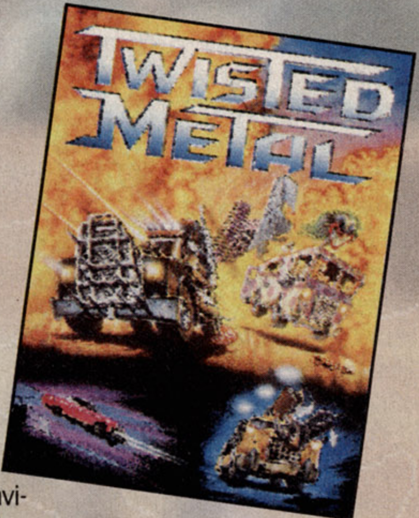
"I like the game's flexibility. You can play it slow and strategic, or you can go all out for fast, heavy-duty thrills. You'll have a real flight-action experience with Warhawk. I doubt that it could be done on any other system right now."





Talkin' Twisted Metal

Standing atop Sony Imagesoft's L.A. offices, Mike Giam and David Jaffe hold some Warhawk and Twisted Metal artifacts.

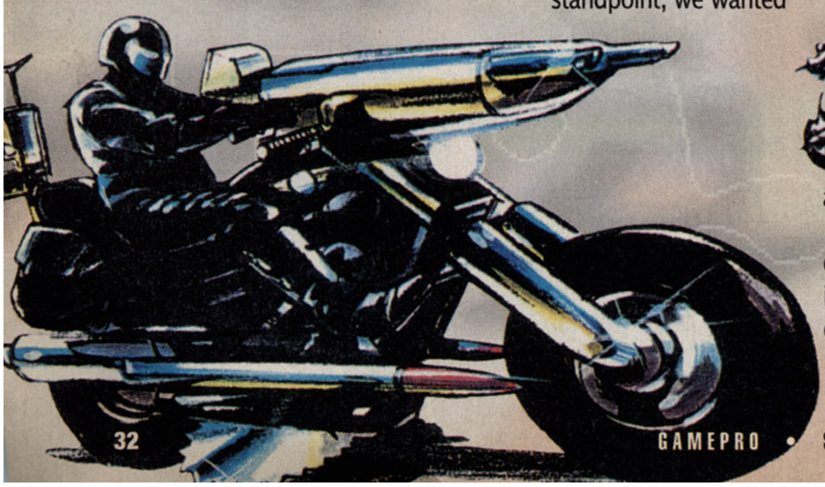


Associate Producer/Designer Dave Jaffe: "With Twisted Metal, we were inspired more by movies than by other games. Our main goal was to create that adrenaline rush as if your were in *Road Warrior*, *T2*, or an old Spielberg movie called *Duel*.

"From a gameplay standpoint, we wanted to get beyond Rock 'N' Roll Racing, which was an amazing game, but it limited you to simple tracks. To us, a great car chase would have camera cuts and varied terrain so you could leave the track and drive through tunnels and across parks. We wanted to give the player total environmental freedom as they rammed and chased and shot at other cars.

"Twisted Metal has four overall worlds. The first one is intentionally quite small because we wanted gamers to get used to the controls on the vehicles. You're in an underground rave-club arena, going head-to-head against another vehicle. You destroy ramps and crates plus you can shoot missiles into the stands.

"Once you destroy your opponent, the doors open and you're out in this giant 3D world. This second world is Los Angeles in the year 2005, broken up into three distinct areas. You'll see freeways,



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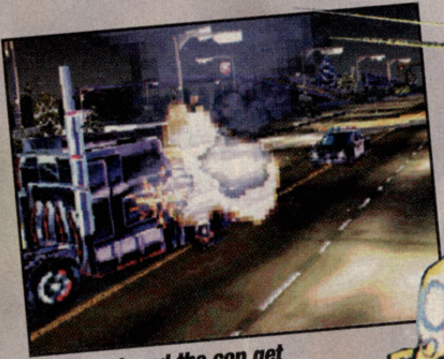
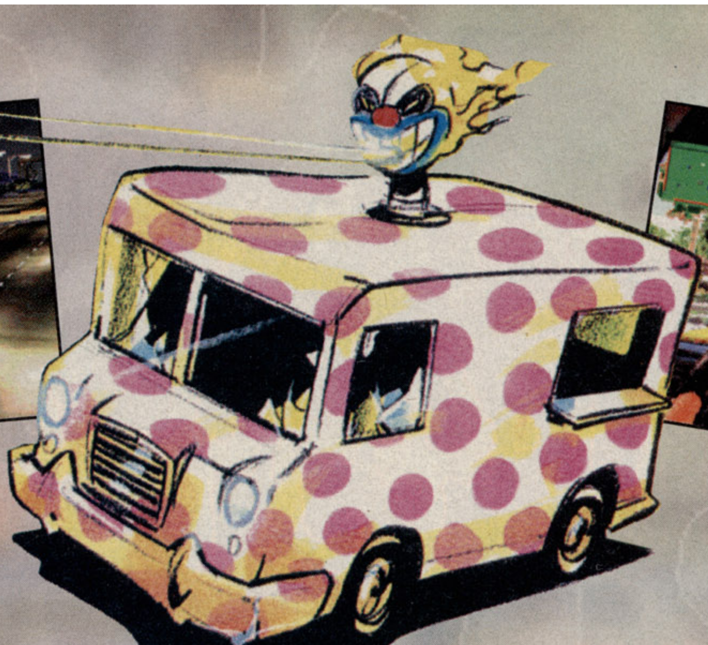
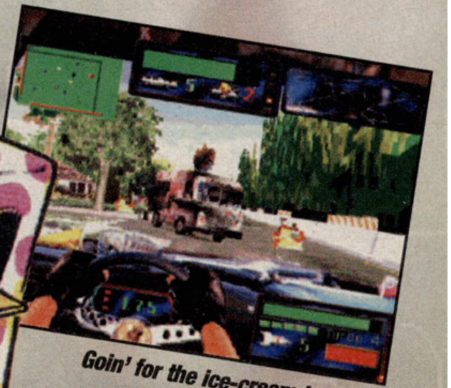


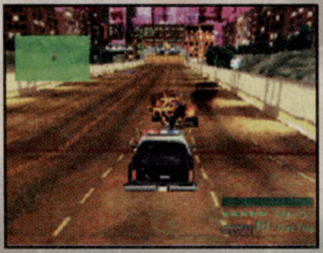
The truck and the cop get together in L.A.



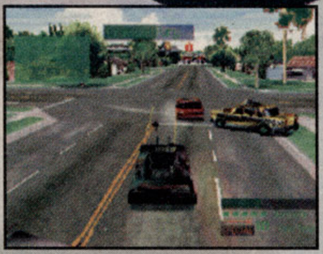


Goin' for the ice-cream truck in the suburban level.

parks, alleyways, and warehouse districts, and you can go pretty much anywhere you want.



The view from behind the police car



A Twisted take on a suburban traffic tie-up

To Live and Die In L.A.

"As the game progresses, the levels get bigger and bigger so by level three, Suburbia, you're in a 3D world with an area of eight square miles.

"We included L.A.'s water canals, freeways, and churches because we really wanted to bring the gameplay home to the player – it's not set in outer space, it's set in your own backyard. You can do things like spin donuts in the high-school parking lot or have shootouts in front of 7-11s.

"The last level is on top of skyscrapers in downtown L.A. You jump your vehicle across rooftops, leading up to this really interesting, never-before-seen enemy that has a surreal, nightmarish exterior.

"Included in Twisted Metal are some of the twisted fantasies that most drivers in L.A. have, such as running over ice skaters, destroying a Salvation Army Santa Claus, and knocking down pedestrians. The Santa Claus is in there because we figured a lot of players would get this game for Christmas, and by then they'd be so sick of the holiday that they'd need a twisted release."

Vehicular Manslaughter

"The vehicles are all unique. We wanted to have vehicles that would appeal to different personalities, so we have a giant semi truck if you're feeling bullyish and just want to ram people; a dune buggy that's quick and tenacious; and a red sportscar if you want speed.

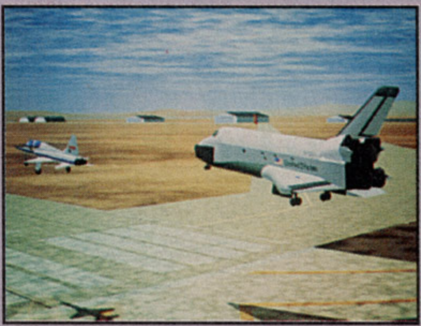
"Weapons include missiles, oil slicks, and flamethrowers. Every vehicle has unique special weapons: The ice-cream truck shoots out flaming ice cream cones, for instance.

"The cars all handle differently but they can all do T-stops, 360-degree turns, bootlegs, jumps, and ride briefly on two wheels. And there's a two-player competitive mode on a split screen!

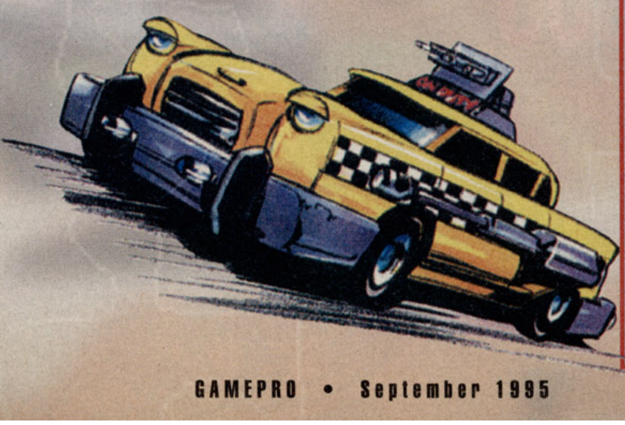
"In Twisted Metal, you'll really feel like you're there. It'll take a lot more than just shooting as fast as you can to survive." G

From Space Stations to PlayStations

The developers for Warhawk and Twisted Metal are a Utah-based company called Singletrac. The company's founders formerly worked on a range of complex military and NASA projects, including simulators for the space shuttle, space station, F-14 fighter, and Apache helicopter.



This shot from a NASA flight simulator conveys the type of realistic 3D graphics now being developed for PlayStation games. This is a simulation of a shuttle landing at Edwards Air Force Base, escorted by a T-38.



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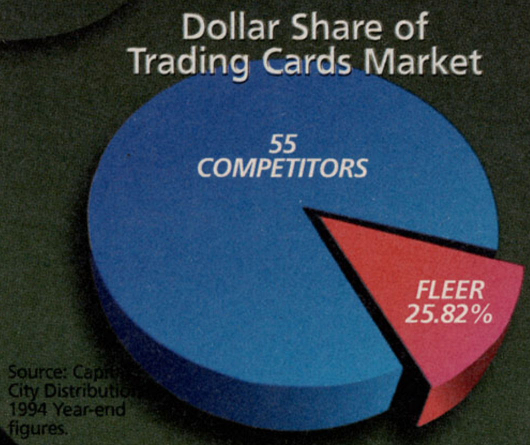
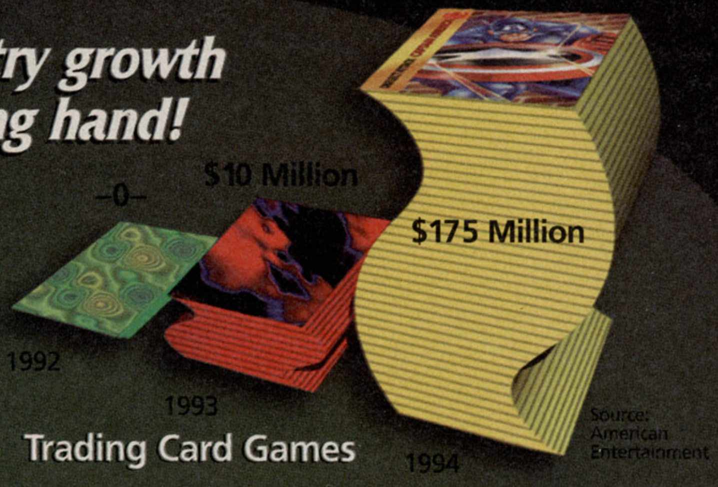


Source: Capi City Distributio 1994 Year-end figures.



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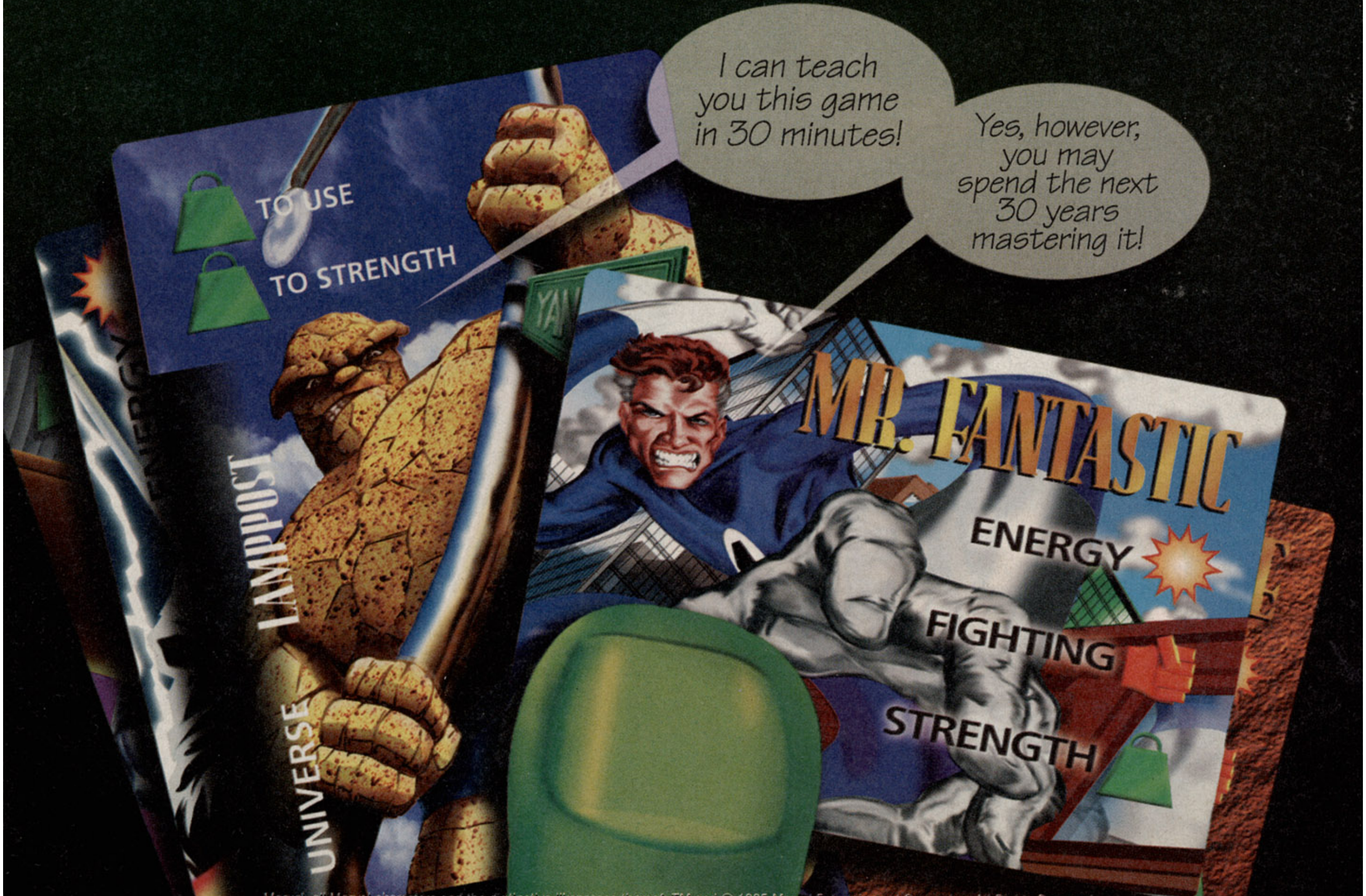
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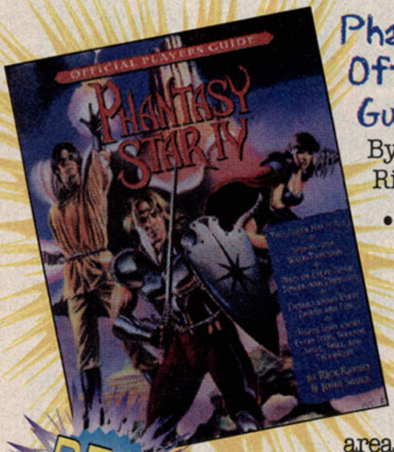
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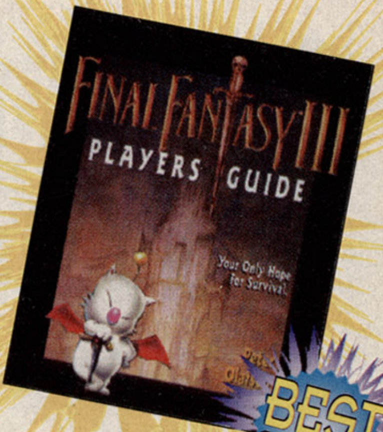
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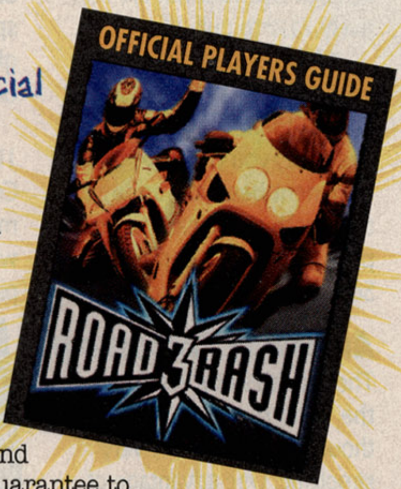
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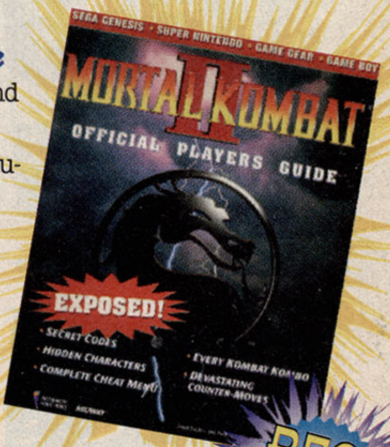
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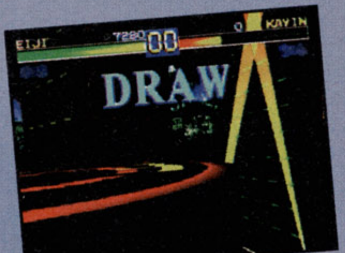
9509GP

PROREVIEW

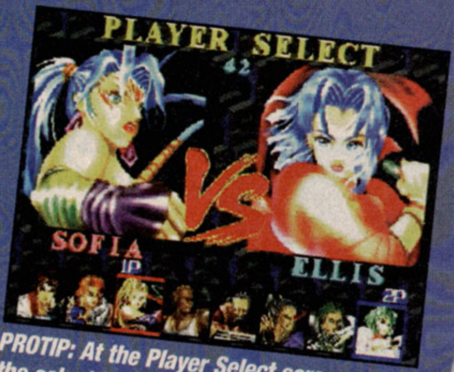
PlayStation

By Major Mike

Just as the Saturn hits the streets with Virtua Fighter, here comes the PlayStation with a polygon-rendered fighting game of its own – Battle Arena Toshinden. Looks are where the similarities end, though. Toshinden's fireball-motion fighting style is too easy for most fighting fans.



PROTIP: Be careful when you get close to the edge of the arena – you and your opponent could both fall off for a Draw game.



PROTIP: At the Player Select screen, press the select button to change the color of your fighter.

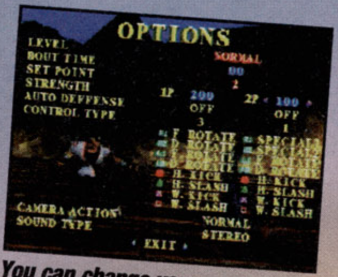
Diverse Fighters

Toshinden has eight fighters that differ in nationality and fighting style. For example, there's Sofia, a leather-clad beauty who uses her trusty whip; Fo Fai, a giddy, elderly noisemaker who uses long metal claws; Duke Rambert, a knight in less-than-shining armor with a long sword; and Ellis, a giggling little girl who looks as if she's wearing a wedding dress and carries two long knives.

The button scheme is straightforward: two for kicks, two for punches. You can configure the top two buttons for instant special moves or use them to side-step your opponent. The controls are very responsive, and the special moves are easy to execute. Side-stepping is an especially effective tactic because you can avoid attacks, then sneak behind an opponent and smack them with a special move.

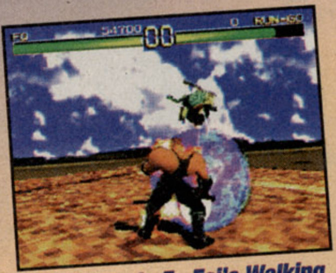
One of the biggest problems with this game is the Death moves. These can be performed only when your life meter is flashing red, and they provide a last-ditch opportunity to inflict major damage. They vary in complexity from character to character but are relatively easy to pull off.

While the Death moves are cool, there is a tendency to rely on them too much. For example, you could let your opponent beat you up until the Death move can be applied, then use it repeatedly. So much for strategy.



OPTIONS
LEVEL NORMAL
BOUT TIME 00
SET POINT 2
STRENGTH 1P 200 2P 100
AUTO DEFFENSE OFF OFF
CONTROL TYPE 3 1
H. KICK H. KICK
H. SLASH H. SLASH
W. KICK W. KICK
W. SLASH W. SLASH
CAMERA ACTION NORMAL
SOUND TYPE STEREO
EXIT

You can change your controller configuration and other options in the middle of a fight.



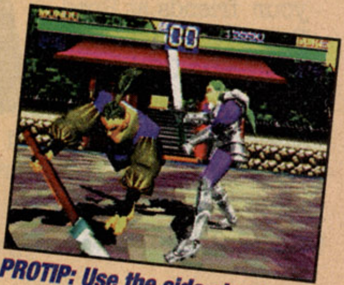
PROTIP: To do Fo Fai's Walking Ball move, motion ← ↓ ↘ Hard Slash or Weak Slash.

Awesome Processing

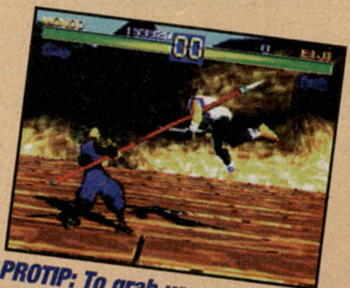
The graphics processing on the fighters is incredible, though the moves are very simplistic. One advantage of this play engine is that it provides the ability to chain special moves, or perform the motion for a special move while currently executing one so they are chained in rapid succession. While this may seem advantageous, it's easy to get carried away – if you miscalculate, you could leave yourself open for an easy counterattack.

The very limited combo system lets you intermix standard punches and kicks with special moves but few air juggles. This game relies more on flash than fighting.

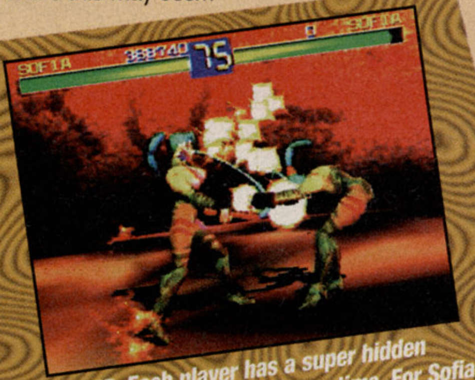
There are three play modes: 1P Game, Vs. Human, and Vs. Computer. The first is a story mode with two end bosses, while Vs. Human is a two-player fight, and Vs. Computer



PROTIP: Use the side step to sneak around your opponent for a throw or a hit.



PROTIP: To grab your opponent for a throw, get close and press Away with a Hard Slash or Kick.



PROTIP: Each player has a super hidden move you can perform at any time. For Sofia, motion ↙ ↓ ↘ ↓ ↙ ← → ↓ and simultaneously press Hard Kick and Hard Slash.

PlayStation Game ProFile

Battle Arena Toshinden

(By Sony Computer Entertainment)

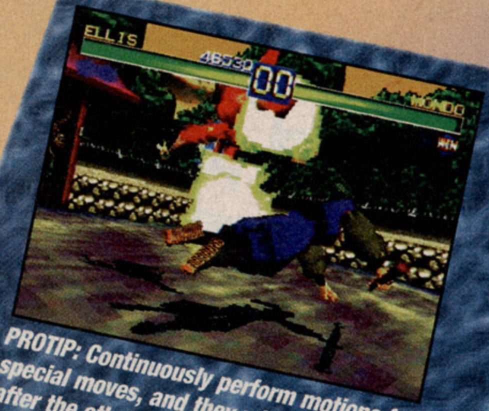
NOT YET RATED

The PlayStation does a little virtual fighting of its own with Toshinden. With simple, easy-to-perform moves, the visuals surpass the gameplay. Still, it's an enjoyable fight.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.5	4.0	INT. Intermediate

Price not available	2 players
CD	Fighting
Available now	Multiple views

BATTLE ARENA Toshinden



PROTIP: Continuously perform motions for special moves, and they will occur one after the other.

enables one player to fight against a computer opponent of their choice.

Unique Views

Rather than the usual side view, Toshinden uses a camera angle that constantly zooms around the battlefield. Amazingly, you always remain in complete control of your fighter because the perspective never skews your perception of the controls.

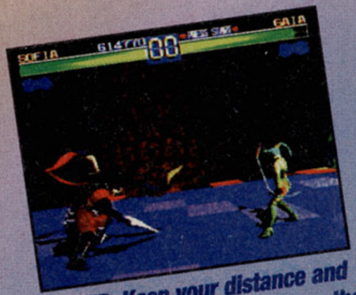
Each stage has a limited battle area (though much bigger than the one in Virtua Fighter), and most stages take place on elevated platforms. Fall off the platform, and you lose a round – and you have to hear yourself scream all the way to the bottom!

Most stages are beautifully rendered, especially Kayin's stage where gigantic television screens display the action. This stage, however, tends to slow down when you fight in front of a giant screen, hampering the action. Slowdown also strikes in Gaia's stage, which takes place on a transparent chessboard over a black hole.

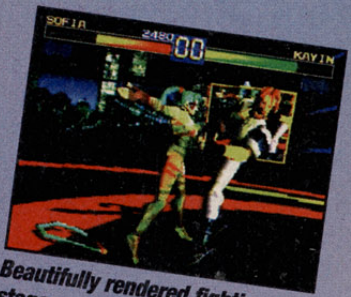
Speaking in Tongues

Soundwise, the vocals and collision effects overshadow the music. The voices are perfectly understandable – ranging from Kayin's intelligible English ("Deadly ray!") to Sofia's Russian where she says something on the order of "Toaster thing!" Various collision sounds are cleanly conveyed from Ellis's knife slashes to Sofia's whip snap. The music, though, is so-so with only a few standout pieces.

With its stunning visuals, Battle Arena Toshinden is as fun to watch as it is to play.



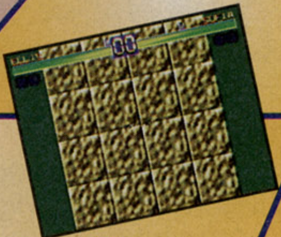
PROTIP: Keep your distance and use projectiles when fighting the boss Gaia – his close attacks can shred you in seconds.



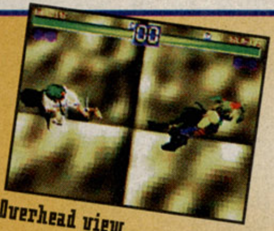
Beautifully rendered fighting stages punch up the action.

Had there been more technique involved, this arena could have been a real contender. It's a formidable effort, but fighting buffs may pick this game clean too quickly.

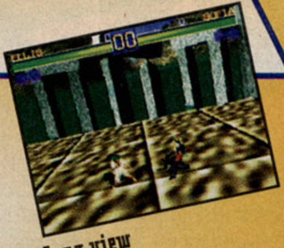
Different Views of the Arena



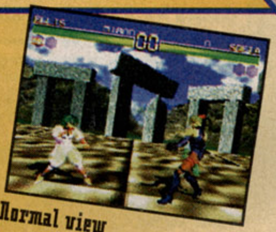
Sky view



Overhead view



Long view



Normal view

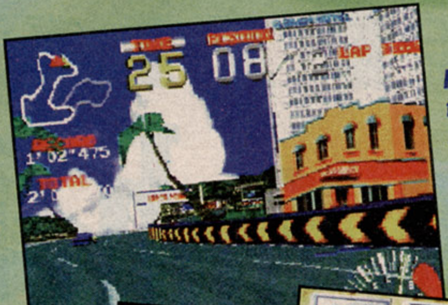
RIDGE RACER

By Scary Larry

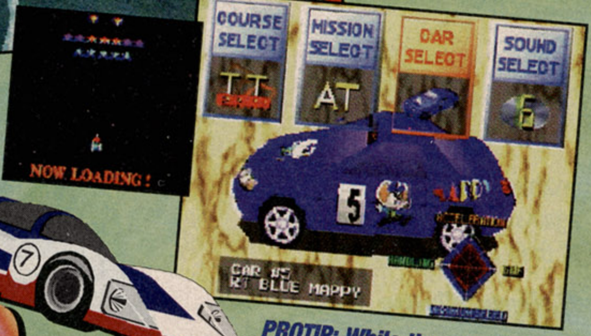
Fast-paced racing action on a home system? For racing fans who were disappointed by the arcade port-overs of Daytona USA and Virtua Racing...fear not! Ridge Racer for the PlayStation is everything its arcade teammate was – and more.

Go, Ridge Racer, Go

All the arcade thrills are intact. As in Daytona, you choose from four blazing standard vehicles, but Ridge Racer has eight "hidden" cars, too (see ProTip). Moreover, each course is beautifully rendered, unlike the stiff-looking polygon tracks of Virtua Racing.

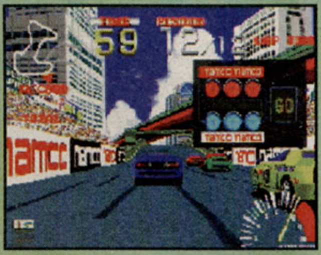


PROTIP: You don't need to brake to make it safely through some curves.

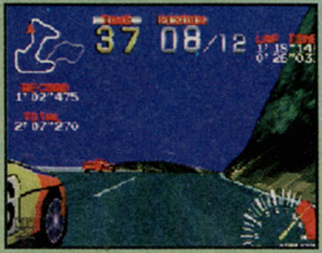


PROTIP: While the game's loading, get a perfect score on Galaxian to choose from eight additional cars!

The track is limited to three courses, but they're enough to satisfy your need for speed. The first course pits you against a 12-car lineup over two laps, the second course adds a third lap, and the third course is just you against a blazing yellow Ferrari. If you place first in these three courses, you race on reversed tracks. The final race against an elusive black Lamborghini Countach will gain you respect...and, reportedly, the right to drive the Countach.



PROTIP: Keep a finger on the accelerator and rest another lightly on the brake. When going into curves, hold down both buttons simultaneously to prevent your car from fishtailing while maintaining top speed.

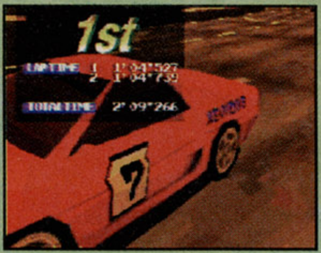


PROTIP: A good passing tactic is to move up to a car's rear bumper, then swerve into the car as you're taking a turn.

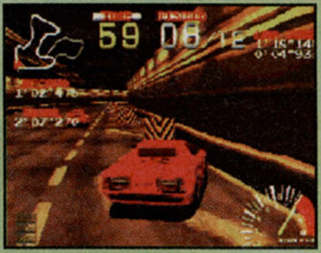
Vroom with a View

The superb graphics take the checkered flag over Daytona. The awesome rendering depicts beautiful cars, rural and city landscapes, helicopters, and more...but you'll only see them for a split second as you zoom past.

Ridge provides only two views – through the windshield and behind the car – but a gimmicky multiple-view racing feature would be lost when the action is this fast.



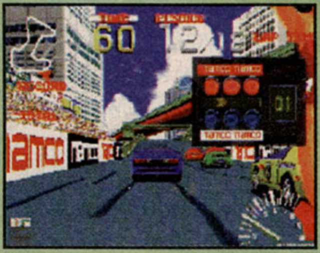
At the end of each race, you're treated to a fly-by of your performance. It just adds to Ridge Racer's awesome visual treats!



PROTIP: Go wide into curves, especially in the tunnels where obstacles lurk.

The sound is another definite plus. Without any of Daytona's caterwauling, Ridge goes for a thumping house sound with great commentary by the announcer.

The control is almost flawless. The response feels more solid than Daytona's, but you have to be careful about your choice of car. Some cars don't have the power to accelerate quickly after a crash, while others can take turns with reckless abandon.



PROTIP: For the best start, gun the engine during the countdown when the timer reaches "1." Then swerve to the right and let cars you've passed bump you, which adds to your lead.

Livin' on the Ridge

The best racing game to date for home systems, Ridge Racer definitely outpaces Daytona USA. Until Cruisin' USA for the Ultra 64 arrives, Ridge is king of the track. G

PlayStation Game ProFile

Ridge Racer

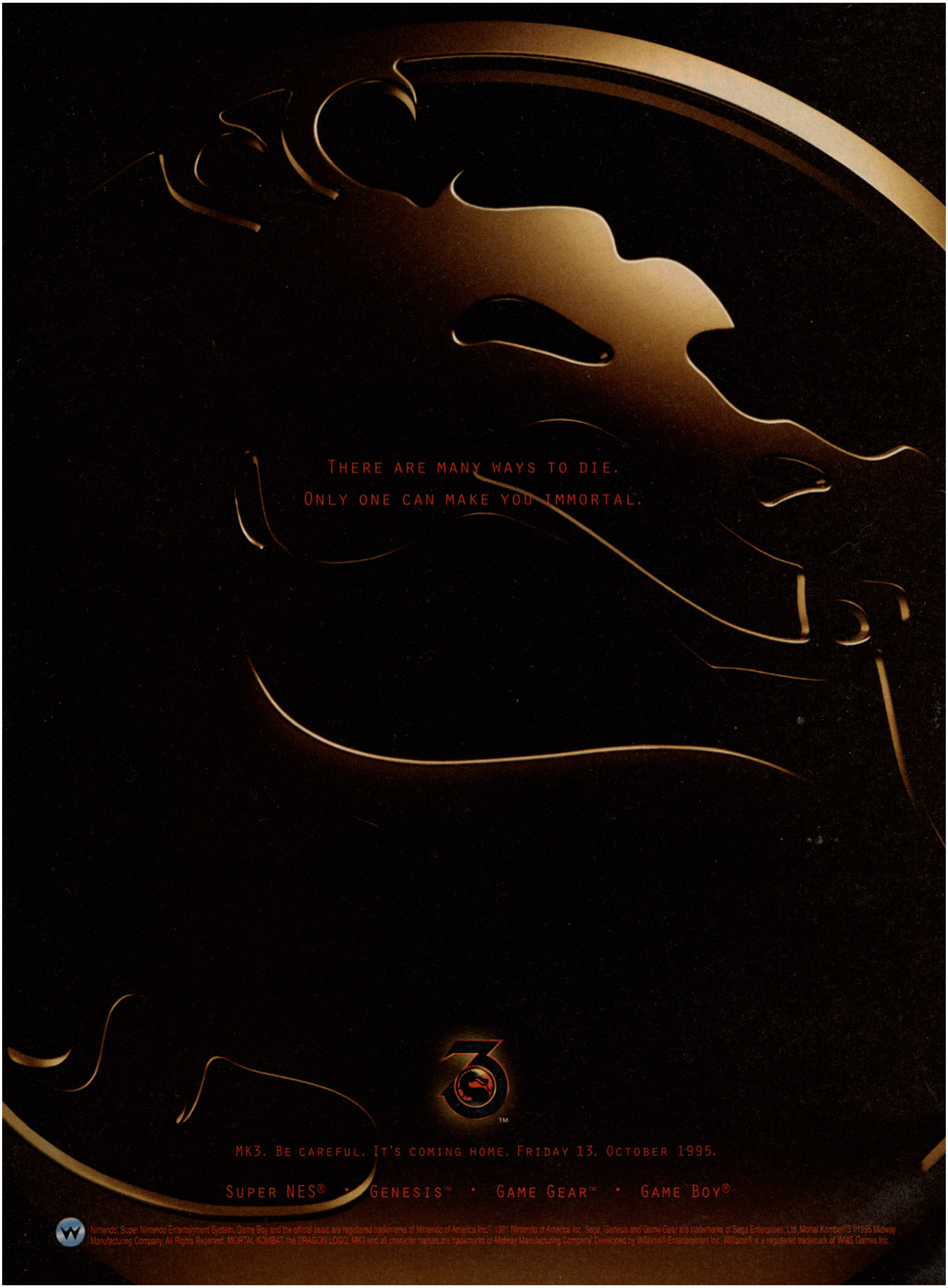
(By Namco)

KIDS TO ADULTS K-A AGES 6+

Get ready to put the pedal to the metal. With gameplay that's as fast and fun as real racing, Ridge Racer is the ultimate in racing games for the home systems!

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	4.5	5.0	INT. Intermediate

Price not available	1 player
CD	12 cars
Available now	Multiple views
Racing	Multiscrolling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3™
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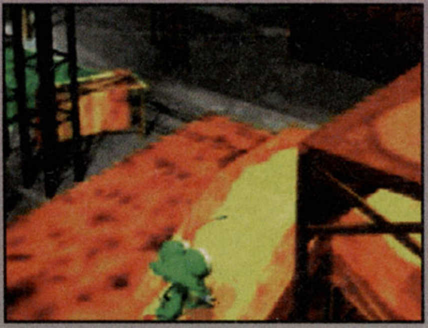
Bug!

By Major Mike

The Genesis may have Sonic, but the Saturn has Bug! This perky pest is the hottest side-scroller to hit the Saturn so far.

Lights! Camera!

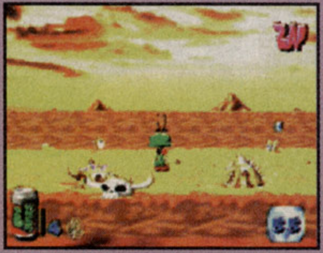
Bug! has a simple rescue-your-pals story. Bug's nemesis is Queen Cadavra, the evil spider queen who sees Bug's buddies as lunch and holds them captive. Bug rescues one of his friends when he completes a stage.



Check out the awesome cinematic sequences between each act!

The gameplay is straightforward: You must make it in one piece to the Bug Stop at the end of each gigantic stage. The stages are loaded with such hidden items as extra lives, special powers, and blue diamonds that you collect to gain entrance to bonus levels.

You can also secure other collectibles, such as the gigantic coin icon that empowers you to enter the bonus game at the shower head by the Daddy-O Longlegs. The bonus games range from avoiding giant boulders to racing Sonic the Hedgehog!

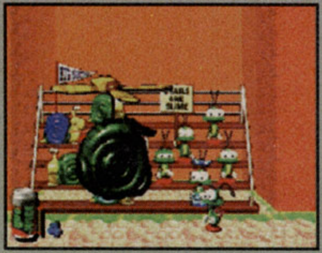


PROTIP: In Stage 2, stay away from the sleeping lizards in the Lizard Pit – they will awaken and chase you.

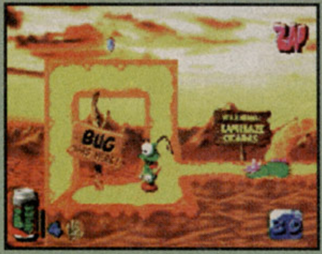
Crazy Little Thing Called Bug

Bug is armed with jumping and ducking abilities, and he can spit goo and shock enemies with his antennae if he collects the right icons. But his usual method of dispatching foes is very simple: He jumps on them. Aided and abetted with an annoying wisecracking voice, Bug takes on a personality of his own through the levels.

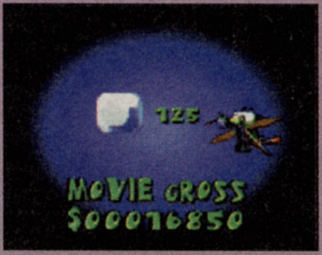
Excellent animation brings Bug to life. From the wings sprouting on his back to his giant (need we say it?) bug eyes, this is one character lifelike enough for the flyswatter.



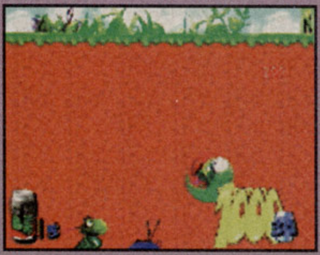
PROTIP: Don't keep repeatedly hopping on the Stage 1 snail boss. He turns into a helicopter and harms you.



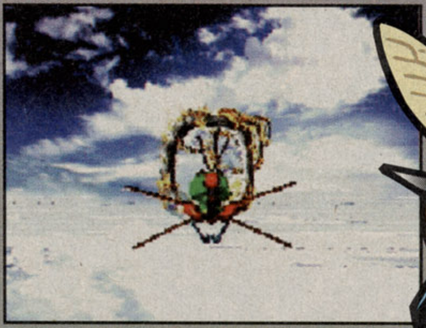
PROTIP: The checkpoints assume different forms in each act. Make sure you touch everything that doesn't look threatening.



PROTIP: Collect as many blue gems in the stages as possible and you go to the Dragonfly Bonus Act.



PROTIP: Jump on enemies multiple times in the air and rack up big bonus points.



PROTIP: Stay in the middle of the screen on the Dragonfly Bonus Act. If you go to the extreme edges, you could hit the flaming hoops and end the Act.

Saturn Game ProFile

Bug!

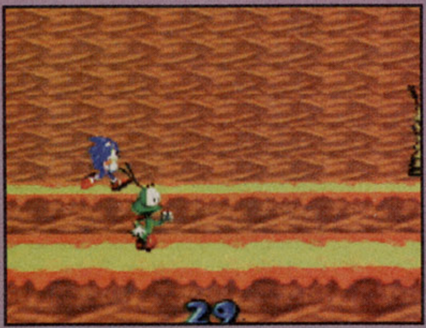
(By Sega)

Loaded with enemies, huge levels, and excellent graphics, Bug! is one pest worth paying attention to.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.5	INT. Intermediate

Price not available
CD
Available now

Action/adventure
1 player
Multiple views



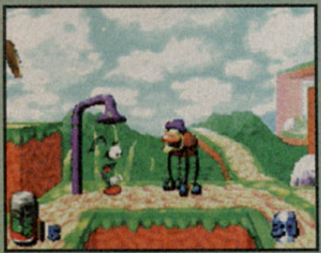
Look at who makes a cameo! Is Bug faster than Sonic?

Bug Eyes

What makes Bug! so enjoyable are the huge levels and excellent graphics. Bug! has a fantastic zooming perspective that follows our hero as he moves horizontally and vertically around the screen. Vertical path up ahead? No problem! Bug walks right up it. Bug walks to the right and left, toward and away from you.

One of the problems with this ever-changing perspective, however, is knowing exactly where enemies are – especially when you're walking forward or backward. At times it's easy to over- or undershoot an enemy, and you take the hit. The stages themselves are set high above the ground and if you're not careful, one false move could send you spiraling to your death.

The controls are good for the most part. The exception is when you're undertaking multiple jumps. When you jump on enemies several times, you don't always leap exactly where you wanted. Sometimes this inaccuracy causes you to take a hit or go flying off the edge.

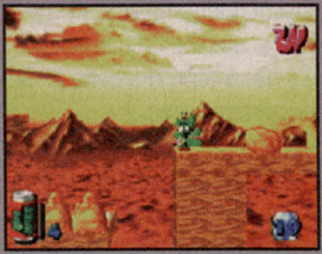


PROTIP: Collect the big coin, then go to the shower head by Daddy-O Longlegs. You then enter a timed bonus stage for a chance to win extra lives.

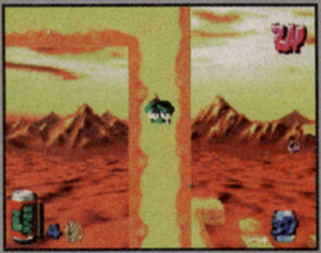
Bad Case of Buggin' You

Excellent music and vocals underscore this game. Jazzy music complements the action and paces Bug's every step.

The vocals are also done well, but those easily annoyed by Bug's nasal one-liners (like "Bang and a miss," "I hate that," and "He shoots, he scores") will be grateful to discover that he can be silenced in the Options menu.



PROTIP: To get a better fix on where Bug is, hold Down on the control pad to zoom out.

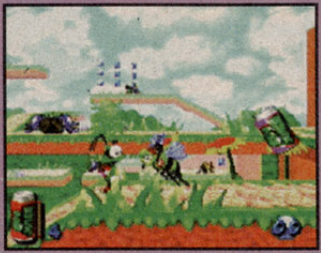


PROTIP: Keep moving when Bug climbs up a wall. Items are likely to drop on him or enemies to fly into him.

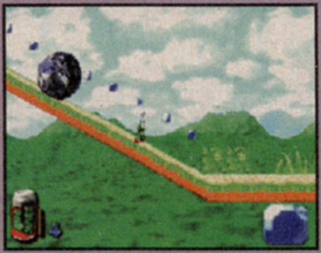
The game is difficult with checkpoints spaced far apart in the huge levels. While this increases the game's challenge, it can also be aggravating.

Bug's enemies vary in difficulty, from slow-moving snails to spastic praying mantises. You may find that sometimes it's easier to take the hit and flicker past an enemy than to figure out a way to defeat it.

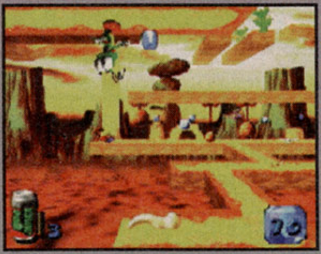
The boss characters are big and menacing. Some have easily detectable patterns, however, that make them minor nuisances.



PROTIP: Never try to take on the B52s head on. Jump on their backs to defeat them easily.



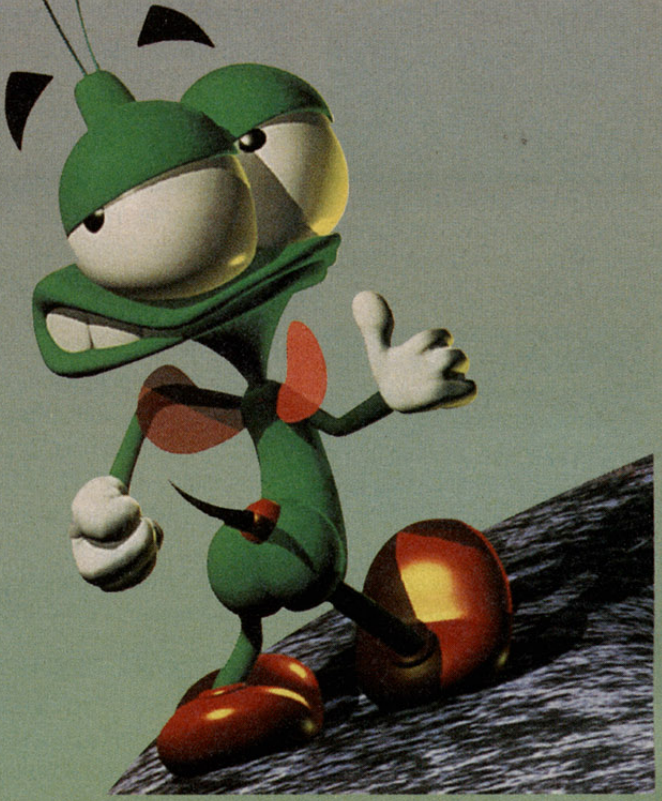
PROTIP: Don't bother with the blue gems when the boulder is chasing you.



PROTIP: When walking upside-down, jump at an angle to reach the ledges that are right-side up. One false move, and you fall into the ground below.

Bug! Is a Wonderful Thing

For a system with no spokesperson (or spokesthing), Bug! fills the role nicely for the Saturn...for now. As the Saturn is still in its infancy, Bug! is an excellent game even with the lead character's annoying one-liners. G



SAMURAI SHODOWN

By Scary Larry

Looking for a Neo•Geo portover with some power to it? Keep looking. Although this Sega CD version of Samurai Shodown is enjoyable, it isn't as polished or good looking as it should be.

PROTIP: Your kicks and punches seem to have more power when you're unarmed.

PROTIP: When fighting as Gen-An, get close and press Fierce Punch for this devastating corkscrew attack.

Catcher in The Samurai

Based on the arcade smash from more than two years ago, Samurai Shodown is yet another Japanese two-player fighting game. You play as one of eleven fighters (the twelfth original fighter, Earthquake, was removed) in a fight-to-the-death battle.

PROTIP: Kyoshiro's Fire Attack can be deadly, but with the correct timing, you can jump over it and hit him.

Sega CD Game ProFile

Samurai Shodown

(By JVC)

TEEN T AGES 13+ **Although it's hard to find a fighting game for the Sega CD, this version isn't worth the money.**

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.5	3.0	INT. Intermediate

Price not available	Fighting
CD	2 players
Available now	Side view

You have a unique mix of fighters, too, from a foil-wielding female fencer to a dog-wielding American ninja. Each fighter is armed with razor-sharp weaponry and some fancy, screen-bursting special moves.

Samurai Slowdown

The graphics are eye catching but flawed at times. Crisp, clean, colorful animation is often interrupted by slowdown, missing frames of animation, and clunky moves. Also missing is the SNK trademark of scaling in and out of the background.

The game also suffers from long load times. The game accesses the disc between rounds, after a win, and when you're waiting for a friend to join. You'll see the "Disc Access" symbol more than any actual fighting.

PROTIP: Air attacks cause more damage to your foe.

PROTIP: The basics work well here. Throw a projectile, then follow it in with a blistering special attack.

PROTIP: The Medium Punch button produces some low-blow slashing. Use it if you miss a close opponent with an attack.

The sound and music are disappointing. The eerie Japanese-sounding music is everywhere, but the effects sound like nasal reproductions from the arcade game.

Game control is a breeze if you have a six-button controller. Three buttons for fierce, medium, and light slashes and three more for fierce, medium, and light kicks make guiding your fighters a snap.

Shodown at the So-So Corral

Ultimately, one major oversight enhances this game's faults: It's nearly three years old! Samurai Shodown II has already been in the arcades for a year, and this portover has missed the boat.

There are better fighting games out there. You just have to wave your sword a bit to find them. G

PROTIP: Certain characters have stun attacks, such as Gen-An's Poison Cloud Puff.

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PROREVIEW

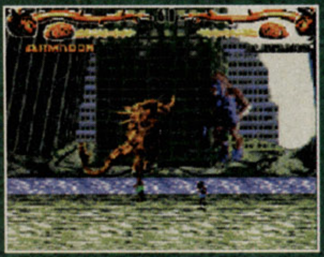
Genesis

By Air Hendrix

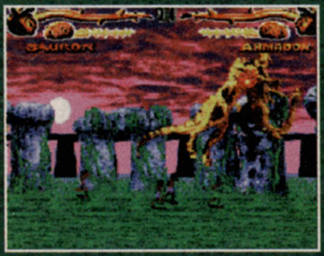
Primal Rage stomps from the arcade to the Genesis without even denting the plastic on the 16-bit hardware. Finger-snarling controls leave a scratch or two, but solid arcade gameplay and respectable graphics will snare fighting fans.

Total Domination

The seven original dinos and apes duel to rule once again, commanding the same blistering special moves and combos that they did in the arcade. Each prehistoric power lashes out with six standard moves (high and low quick, fierce, and power strikes), as well as a sweep and an uppercut. Winners of the best-two-out-of-three matches gain the loser's land and worshippers.



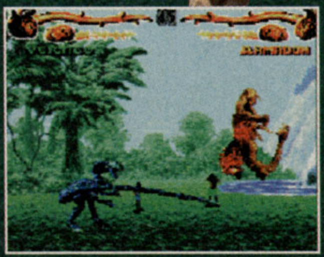
PROTIP: As Armadon, catch your opponent in midair with a High Quick followed by a High Fierce.



PROTIP: Sauron's Cranium Crusher (hold High Quick and Low Fierce, then tap Down, Up) effectively takes out opponents when they jump in.

PRIMAL
RAGE

The fast, smooth gameplay revolves around combos: One-hit attacks, even if they look brutal, never pack the heat that a wicked five-hit combo does. The search for effective combos – and the practice required to pull them off – makes for fun, deep action that outshines the less polished SNES version.



PROTIP: Slash foes from afar with Vertigo's Scorpion Sting: Hold High Fierce and Low Quick, then tap Toward twice.

Genesis Game ProFile

Primal Rage

(By Time Warner Interactive)

A few control hitches mar the fun, but this otherwise solid version of Primal rages on the Genesis.

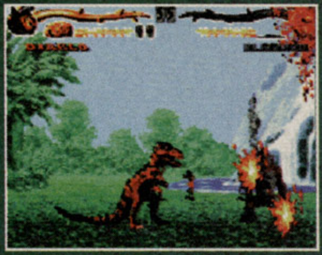
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	ADJ. Adjustable

Price not available	Fighting
24 megs	2 players
Available now	Side view

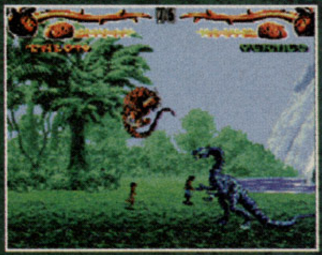
Quick Kill?

The controls exactly duplicate the four-button arcade layout, but they should've been adapted to fit home controllers. Many special moves are executed by holding down three or four buttons while motioning on the directional pad – a feat that only the most rubber-limbed gamers will be capable of on a three- or six-button pad. With a fighter's joystick, this problem vanishes and the moves respond seamlessly, but gamers who can't spring for a joystick will have a hard time.

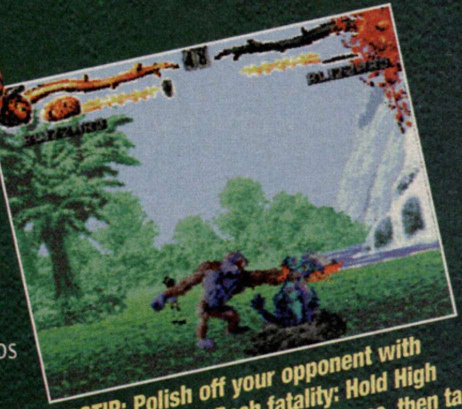
Graphically, this version puts on a decent but not flashy show. The backgrounds and dinos pop with color, and you'll recognize everything from the arcade. The sprites, however, are a tad too small, and their movements stutter slightly – the SNES world definitely looks better.



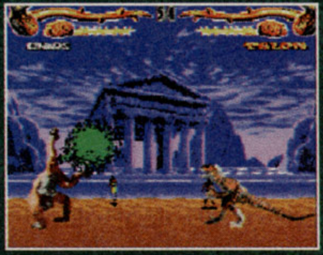
PROTIP: Diablo torches his defeated foe with the Fireball fatality: Hold High Fierce, Low Quick, and Low Fierce, then tap Toward five times.



PROTIP: Take advantage of Talon's lithe speed by jumping in for quick combos, then leaping away.



PROTIP: Polish off your opponent with Blizzard's Brain Bash fatality: Hold High Quick, High Fierce, and Low Fierce, then tap Down and motion Down, Away, Up, Toward.



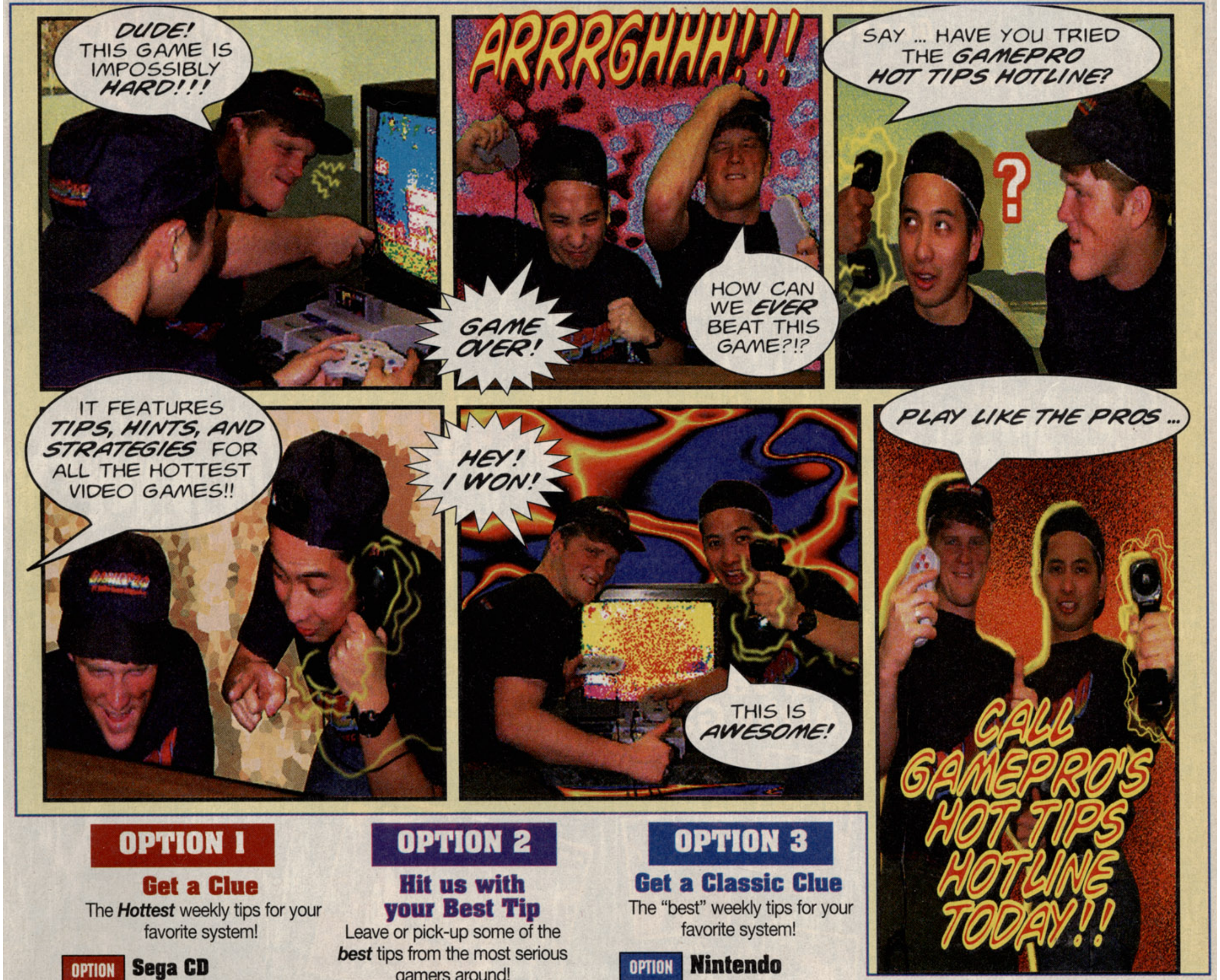
PROTIP: Chaos's Fart of Fury (hold High Fierce and Low Quick, then tap Down, Toward, Up, Away) dizzies opponents, so follow it with your best combo.

The sounds lack the spine-rattling bass boom of the arcade, but the effects and music perform well for a home conversion. The smacks and cracks of combat definitely keep the pace lively.

Primal Conquers

With an impressive list of options and a widely adjustable challenge, this strong conversion of the arcade dino basher will engross fighting fans despite its few shortcomings. Rage! G

ADVENTURES IN VIDEO GAMING!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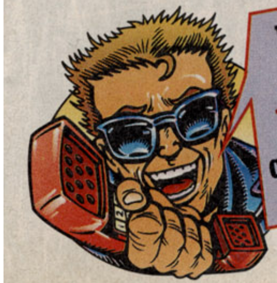
Slammin'

16-bit tip of the week!

OPTION 5

Scary Larry's Hot Picks

Leave your best tip for Scary Larry... you may get picked!



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PROREVIEW

Genesis

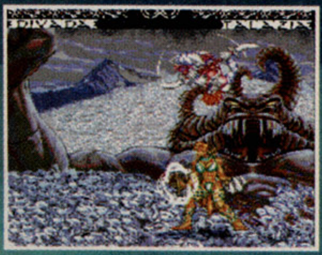
WeaponLord

By Tommy Glide

Sharpen your weapons, the barbarians are coming! If you've mastered other fighting games, look to WeaponLord for an enjoyable fight that steps outside the norm established by previous 16-bit battlers.

Conan Crew

Drawing its influence from fantasy lore like Conan the Barbarian, WeaponLord introduces seven warriors, each armed with a weapon and an overly muscle-bound body. A standard match tests you in the best two out of three rounds.



PROTIP: You can break out of Divada's teleport to launch a surprise attack from above.

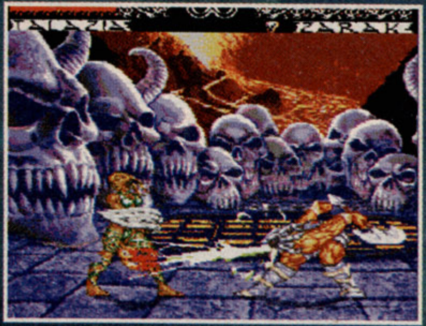
In the Story mode, you defeat the other characters until you meet the boss Zarak (who's playable in the two-player Arcade mode). Eight players can take turns fighting it out tournament style in the Versus mode.

Bloody Barbers

Graphically, the sharply drawn characters stand tall. In close combat, however, they blur together so that it isn't easy to see who's getting hit.

Overall, though, the visuals are great. Sparks and steel fly when weapons collide. These barbarian barbers can even cut off each other's hair during a match, and of course, they draw plenty of blood and pack gruesome finishing moves like exploding heads.

Great sound effects like the clang of steel against steel and battle cries like Bane's victory howl add spice to each slice. The ominous soundtrack and omniscient voice of the announcer round out the sound.



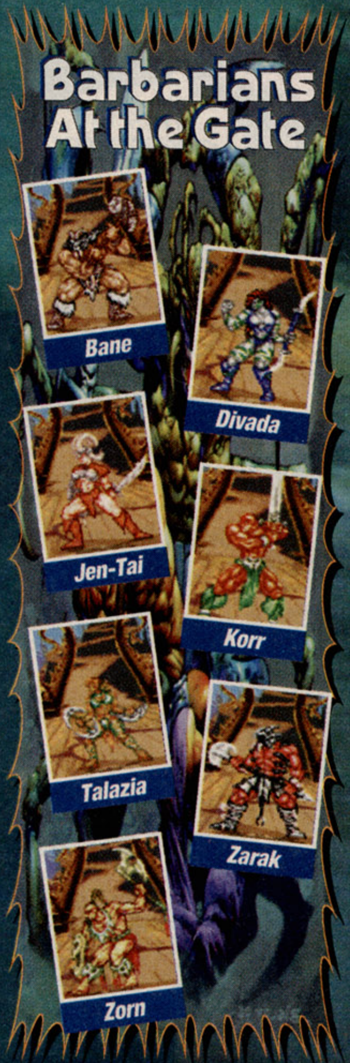
PROTIP: For a good two-hitter combo as Zarak, lead with a basic hit and follow with the Web Rip (motion → ↘ ↓ ↙ ← B or C).

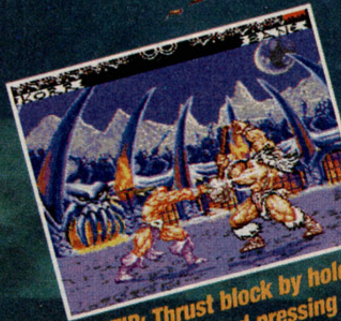
Lord of the Sword

WeaponLord's controls are exceptional. The characters are extremely agile, and each one pulls at least nine special moves. With practice, you can chain the special moves together into intense combos. Also, a thrust-block feature enables you to anticipate an opponent's attack with an aggressive block that opens them up for a counter.

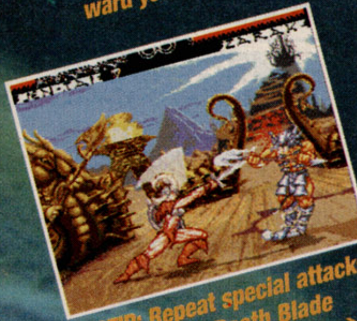
If WeaponLord's blade has a dull spot, it's that it offers only seven playable characters and no hidden ones. At least you can work toward some multiple endings in the Story mode.

While the advanced gameplay may scare away beginning barbarians, others will appreciate the deep controls. If you're a hardcore fighting fan, chances are you'll dig WeaponLord. G

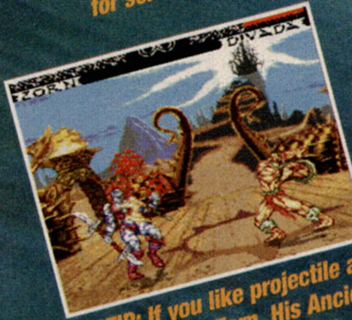




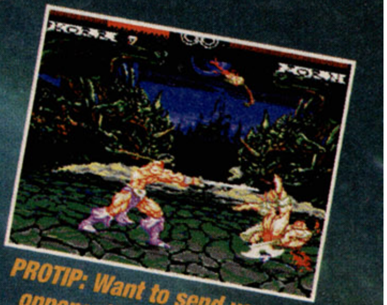
PROTIP: Thrust block by holding Button X or A and pressing toward your opponent's attack.



PROTIP: Repeat special attacks like Jen-Tai's Death Blade (hold B or C, motion ↘ ↓ →) for serious damage.



PROTIP: If you like projectile attacks, play as Zorn. His Ancient Axe Throw (motion ← ↙ → Y or Z) is deadly.



PROTIP: Want to send your opponent's head for a ride? As Korr, you must defeat them with a combo leading into a well-timed Tarok Strike (hold B or C, motion ↙ ↓ ↘).

Genesis Game ProFile

WeaponLord

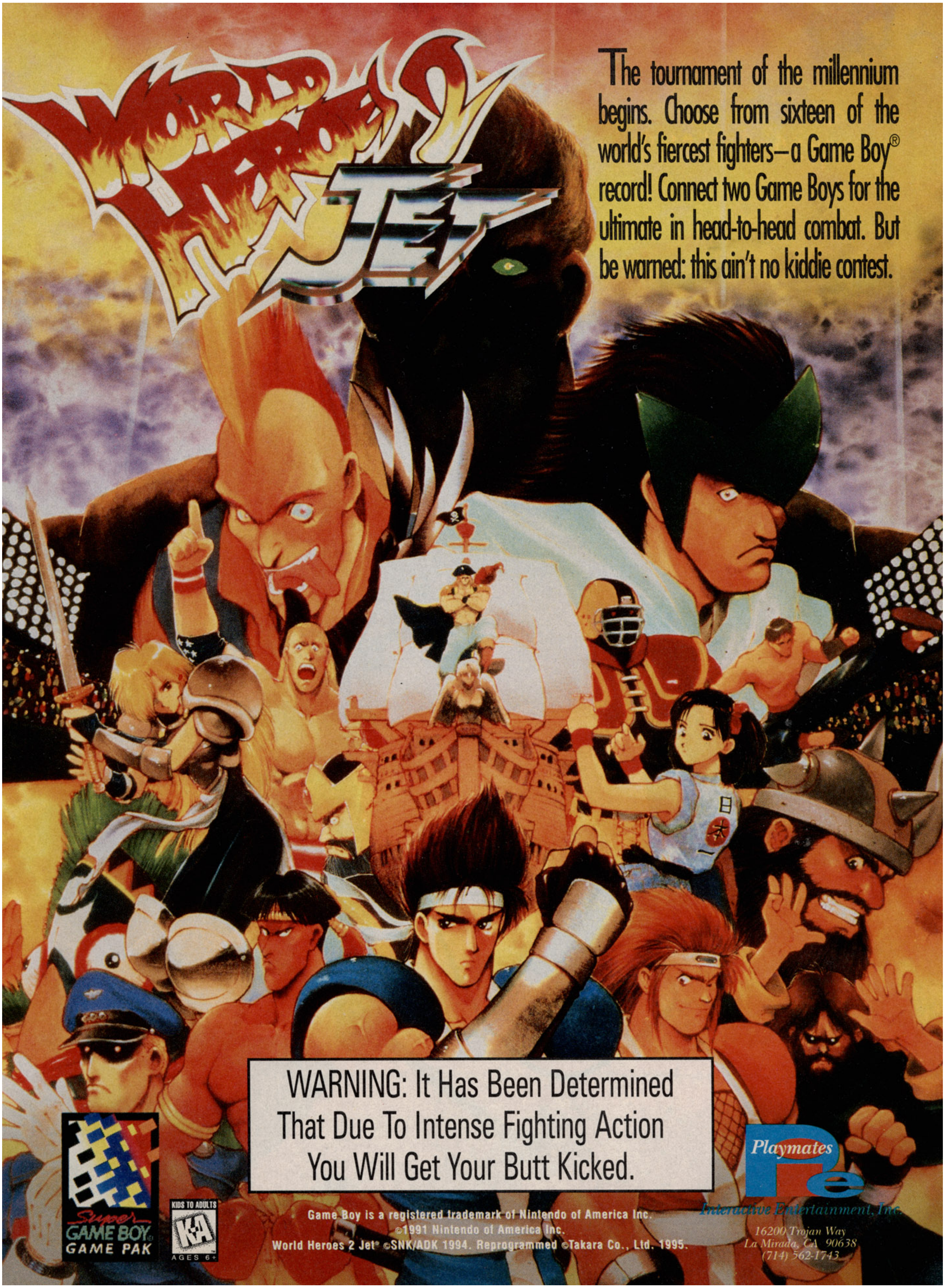
(By Namco)

TEEN T AGES 13+ **Although its graphics aren't as clean as those in Mortal Kombat II or Super Street Fighter II, this barbarian fighting game has equally cool moves and even better control.**

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.5	4.0	ADJ. Adjustable

$64.95
24 megs
Available September
Fighting

2 players
Side view
Multiscrolling
Passwords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WARNING: It Has Been Determined That Due To Intense Fighting Action You Will Get Your Butt Kicked.

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I was passing through a wasteland when suddenly my mind drifted . . .
VIRTUAL BOY

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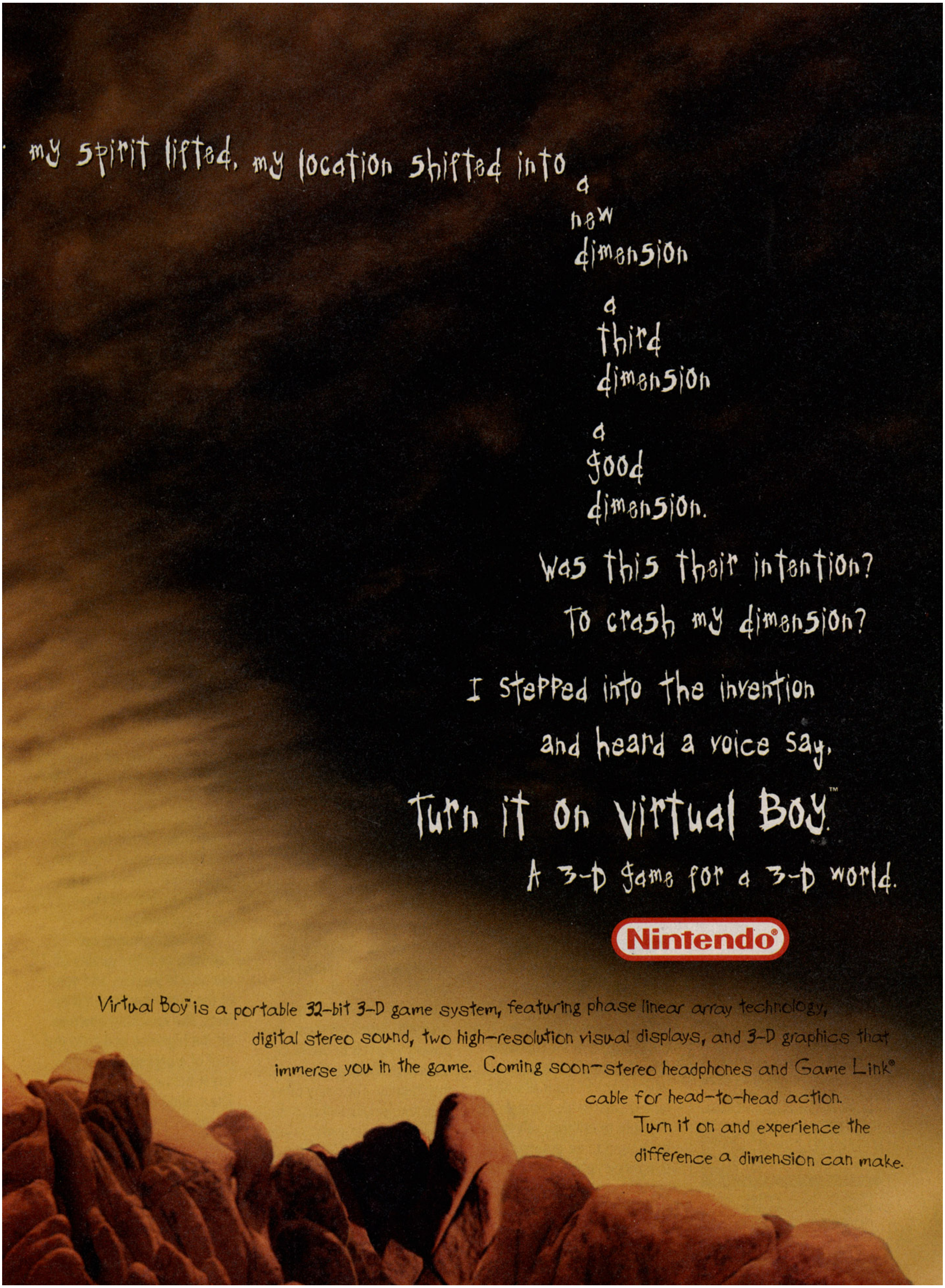

my spirit lifted, my location shifted into
a
new
dimension
a
third
dimension
a
good
dimension.

Was this their intention?
To crash my dimension?

I stepped into the invention
and heard a voice say,

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KILLER INSTINCT

By Scary Larry

Killer has finally come home! Home to the 16-bit SNES, that is. This version of Killer isn't flawless, but it is surprisingly addictive and fun to play.

Natural Born Killer

In a bleak and desolate future, one corporation reigns supreme: Ultratech. Makers of advanced weaponry, they are also the sponsors of the top-rated Killer Instinct TV show, in which warriors from all walks (and crawls) of life compete for the right to call themselves the best...and to be granted anything their hearts' desire. The ten warriors slated for this version have many different desires. Some want fame and fortune, others want respect...but all want to pound their enemies into submission.

The range of fighters, from an alien life form to a disgraced heavyweight boxer to Ultratech's deadliest robot, possess their own brand of brawling. Some use fists and feet, some use projectiles and claws, while others teleport, slide, and change form to win the battle. There won't be a dull moment during the bouts.

This unique fighting game works on a very fast, very simple, and quite effective combo system. Instead of your normal one-button, one-hit fighting style, you sometimes chain together 3 to 21 hits in a few button presses. While this style of combos is not for everyone and may irk fighting purists, it's certainly entertaining and fun to watch...the first time.

But ultimately, you end up doing a lot of watching. What fun is it to stand by and watch another player of advanced skill whip you until you scream "Uncle!"? Although moves called Combo Breakers enable you to break free from this barrage of beastly brutality, they don't work all the time.

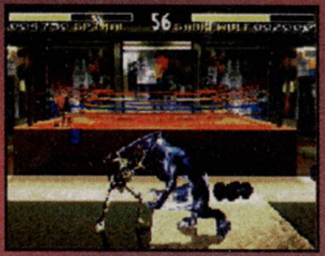
Adding further to the humiliation are...Humiliations. Humiliations are embarrassing moves that totally disgrace your opponent by, for example, farting on them, exposing yourself to them, or otherwise robbing them of their dignity. The many other finishing moves will also do the job of making your enemy feel like a putz.

Basic Instinct

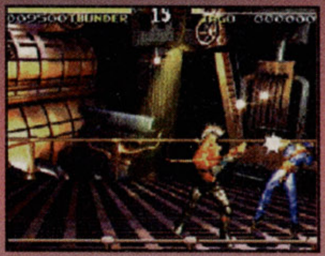
Although the arcade version broke ground with its rendered combatants, don't expect anything close to that here. The graphics are good – but not great – with lots of choppy movement and missing frames of animation.

The backgrounds are nowhere near the quality of the arcade version, and some of the better background effects, like knocking enemies off the high-rise and onto the roof of a parked car on the street below, were taken out. The scaling in and out of the stages that appeared in the arcade is absent as well.

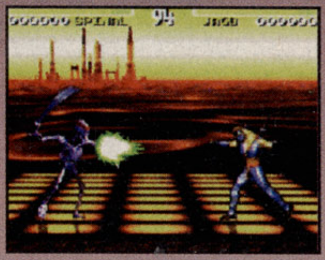
The sounds vary between okay and awful. Some fighter's sounds are intact, like Sabrewulf's howling and whim-



PROTIP: Sabrewulf's Howl (tap ↘, ↓, ↙, Fierce Kick) is more than an auditory warning. It enhances his strength. Howling then hitting has dangerous results for your opponent.



PROTIP: Most players have a quick three-hit combo that starts with a Fierce Punch followed by a Medium Kick.



PROTIP: If you land a Monster or Awesome combo, try throwing a projectile just before your opponent lands.

Super NES Game ProFile

Killer Instinct

(By Nintendo)

Last year's hottest arcade game is now on the SNES, and guess what? You won't need an extra 32-bit attachment to play it.

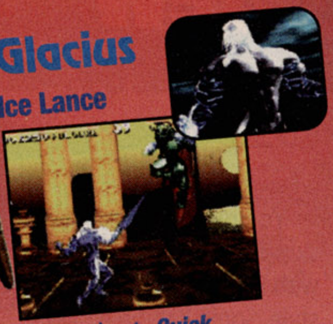
Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	4.0	ADJ. Adjustable

$74.95
32 megs
Available August
Fighting

2 players
Side view
Multiscrolling

Glacius

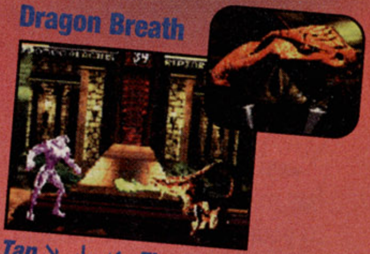
Ice Lance



Tap ↘, ↓, ↙, Quick Punch

Riptor

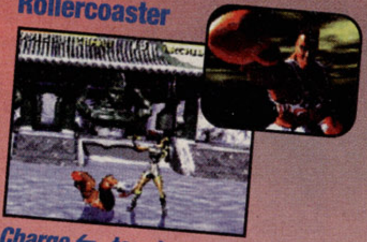
Dragon Breath



Tap ↘, ↓, ↙, Fierce Punch

T.J. Combo

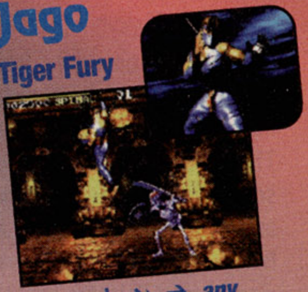
Rollercoaster



Charge ←, tap →, Medium Punch

Jago

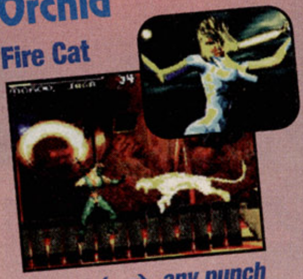
Tiger Fury



Tap →, ↓, ↘, →, any punch

Orchid

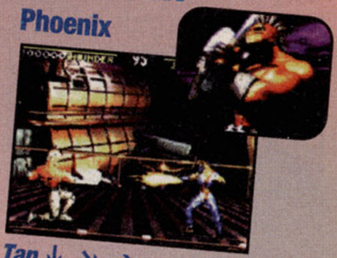
Fire Cat



Charge ←, →, any punch

Chief Thunder

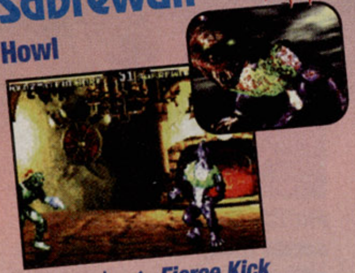
Phoenix



Tap ↓, ↘, →, any kick

Sabrewulf

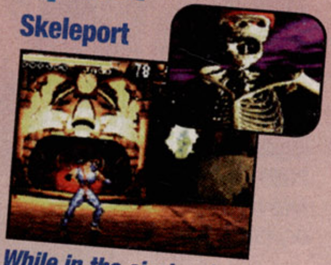
Howl



Tap ↘, ↓, ↙, Fierce Kick

Spinal

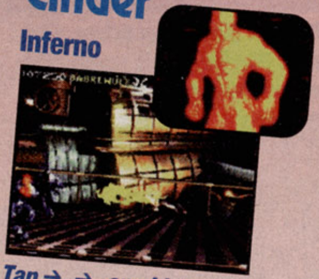
Skeleport



While in the air, tap ↓, ↓, any kick or punch

Cinder

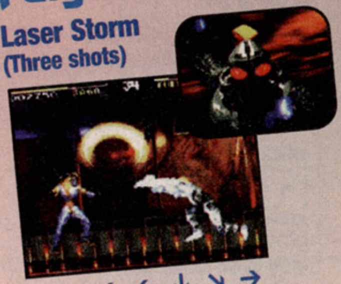
Inferno



Tap →, →, any kick

Fulgore

Laser Storm
(Three shots)



Tap →, ←, ←, ↓, ↘, →

pering, but some sound effects, like Fulgore's Teleport, are just a dismal din.

The music permeates each stage with a thumping house mix, but there's little variety. Also missing is the announcement of the combos, which amped the arcade excitement.

Control is not too difficult. Special moves can be regularly applied because most are fireball and Dragon Punch motions. You can also easily string together lots of moves for combos. But the tougher combos (like the Ultra and Ultimate) are button presses that need to be performed during another combo, which makes for a lot of confusion on the joypad.

KI Is OK

If you loved Killer in the arcade, you'll be slightly disappointed but not upset by this version. If you've always wanted to play Killer but were intimidated by the Killer Stinkers who seemed to always hang around the machine, this is a good version to practice on.

All in all, it's a good game with some flaws. It isn't as deep as Street Fighter or as well made as MK II, but it's in contention with those brawlers. Maybe not a Killer, but definitely a felon. G

By Scary Larry

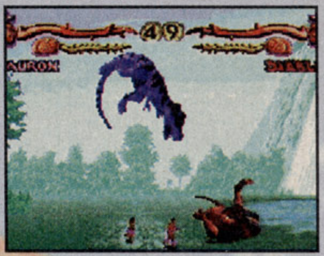
Finally, this monstrous fighting game has made it from the arcades to your homes. If the thought of some carnivorous cranium crunching makes your heart pop (and it will), this game is for you.

All the Rage

Once upon a time, long before Bedrock had indoor plumbing, dinosaurs ruled the Earth. They were gods that represented life and death, good and evil, insanity and decay, hunger and survival. A magician named Balsafas saw the threat these beasts posed, and entombed one. The others went into hiding, and millions of years later, after man had his shot at the planet, the encased dino escaped. Now the prehistoric gods once again rule the planet.

You play as one of seven skin-ripping fighters, each with its own unique fighting style. Some half-breed DNA disasters, like Vertigo, can hypnotize and spit acid, while others, like the steel-plated Armadon, rely mostly on punches and kicks to finish the best two-of-three round matches. Human worshippers also run around in each match, but they serve mostly as snack food to replenish a dino's health. It's all exactly like the arcade version, albeit with smaller sprites.

The game has a basic combo system, and multihit combos are registered on the side of the screen. Combos rely mostly on deft button pressing, since only four buttons are required to execute them. Simple controls make this game easy to learn and fun to play.

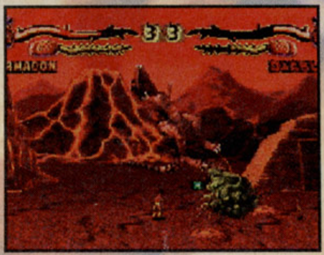


PROTIP: Sauron's strength is his unsuspecting air throw (Button 2 and Button 4 when in the air). Use it when enemies try to come in with flying moves, such as Armadon's Iron Maiden.

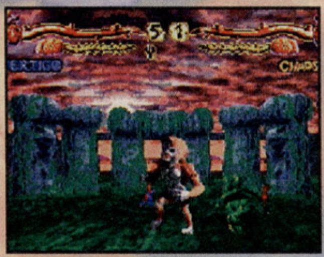
PRIMAL RAGE

Primal Screen

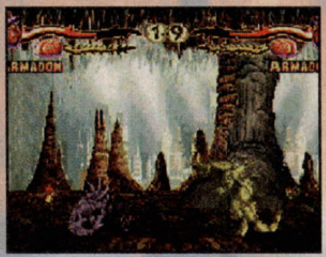
Purists looking for the arcade version's heart-stopping graphics will be somewhat disappointed. Although this version is a lot better-looking than the Genesis version, the graphics are not as crystal clear as they should be. The fighters lose some detail and their colors are murky. The backgrounds, though, are well done and imaginative, from fiery lava ruins to an abandoned city.



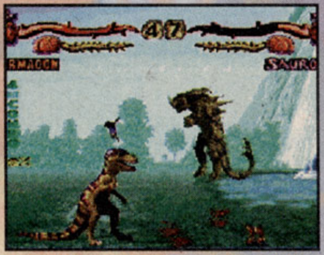
PROTIP: Use Armadon's Spinning Death to quickly get across the screen or to pass under a jumping foe.



PROTIP: Beware of teleporting with Vertigo. She's vulnerable when she comes up.



PROTIP: When Armadon goes into his Bed-O-Nails, he's susceptible to a low hit.



PROTIP: To do a good four-hit combo using Armadon, jump in with Button 1, then hit Button 2, and rapidly alternate between Buttons 1 and 2 as you land.

The sounds excel in the SNES version. Each roar, fart, and skin-ripping sound effect is right on target. The music is hokey, but it doesn't impair the action.

A Rage to the Finish

Primal Rage is an imaginative concept, but the sluggish gameplay and less-than-spectacular graphics don't give this game the roar that Killer Instinct or Virtua Fighter possess. Still, this dino has teeth. **G**

Super NES Game ProFile

Primal Rage

(By Time Warner Interactive)

TEEN T AGES 13+

The rage is on with some of the most unique fighters to ever grace the screen. Primal Rage may have some flaws, but it's definitely a sight for 'saur eyes.

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	4.0	4.0	ADJ. Adjustable

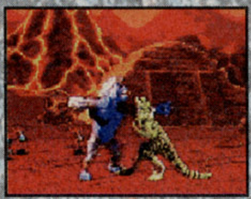
$59.99
24 megs
Available now
Fighting

2 players
Side view
Multiscrolling

FATAL FURRY

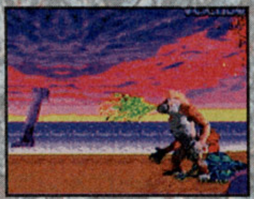
These two fatalities are for the apish Chaos and the gorilla of your dreams, Blizzard.

Blizzard's To Da Moon

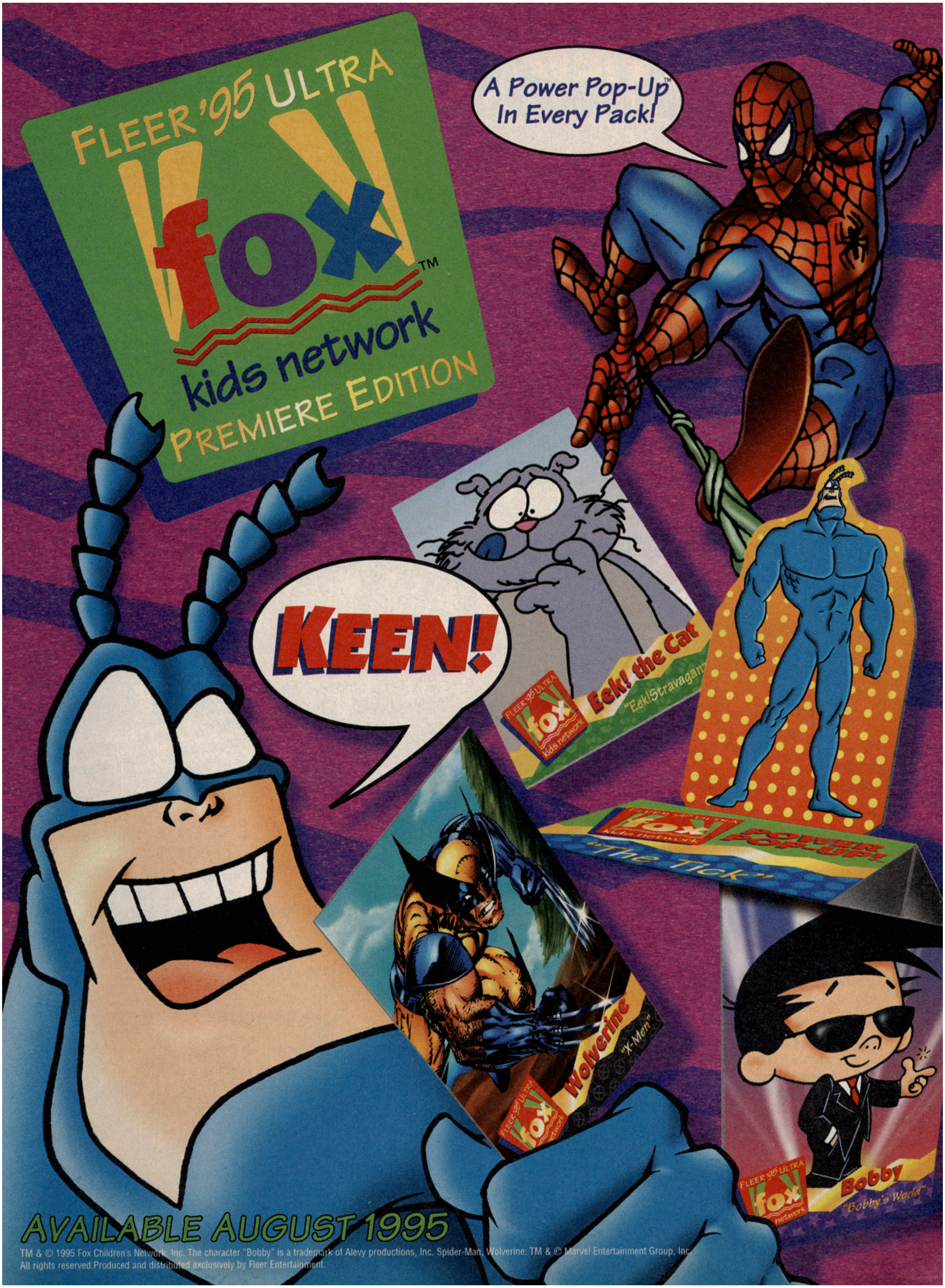


Hold all buttons and tap ↓, ↓, ↓, ↑.

Chaos's Churl



Hold all buttons and tap →, →, →, ←, ←, ←.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WeaponLord

By The Axe Grinder

Just when standard one-on-one fighting games seemingly faced extinction, WeaponLord arises from the ashes of the home video game genre – but not without a few faults.

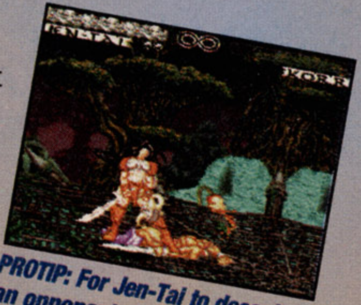
Re-Inventing the Fight

WeaponLord has no simple fireball motions, no cheesy corner traps, and no half-life air juggles. Its complicated moves re-invent fighting-game controls. Even the throws require more than being close to your opponent and pressing one button.

Instead of solely using the standard motion-then-button routine, WeaponLord's system involves holding down buttons, then executing motions on the directional pad. While the controls are responsive enough, mastering this unique play engine requires patience and practice. Once you're familiar with it, though, you can execute some pretty wicked combos.

A unique system of blocking enables you to knock down an opponent's guard and even block in the air. The former is particularly arresting because it constantly puts players on the offensive.

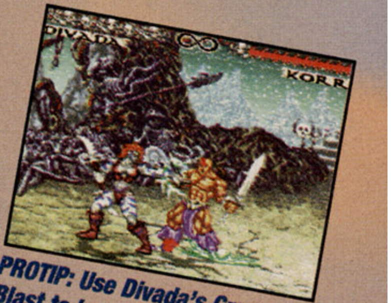
The game also has its own variety of finishing moves that require more than simply pressing a series of buttons and letting the computer do the rest. Finishing moves depend entirely on the skill of the player, who must combo into a special move in the final moments of the last round, which then triggers the finishing move. Flashy players can decapitate their opponent, and if they're good enough, bat the severed head around.



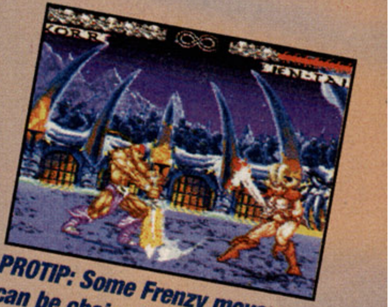
PROTIP: For Jen-Tai to decapitate an opponent with a finishing move, simply perform her Down Strike (hold R or X, tap ↑, ↑, ↓) after the enemy has fallen.

Bloody Fun

Three play modes – Story, Arcade, and Versus – heat up the action. The first two are for one player; however, the game really shines in the two-player Versus mode, where the exciting matches are long and grueling.



PROTIP: Use Divada's Ground Blast to knock opponents for an air juggle.



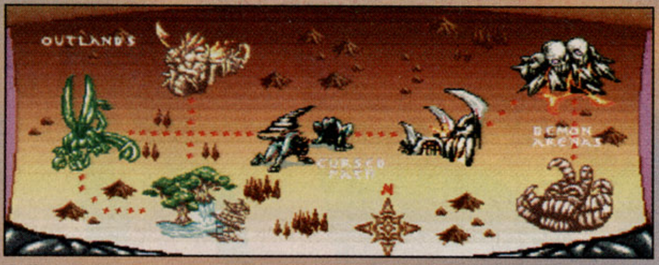
PROTIP: Some Frenzy moves can be chained together and used repeatedly.

The graphics are colorful: Sparks fly when weapons clash, and blood flows freely. There are humorous visuals, too – like cutting off Korr's long ponytail. The backgrounds are also well done, but some of the background elements suffer from choppy animation.

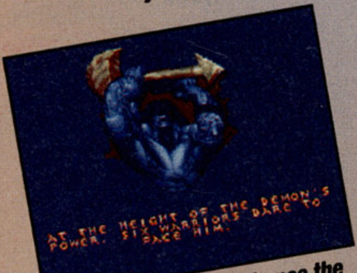
The audio accompaniments, from the clanging of rugged metal to the slicing of tender flesh, are fitting. However, the music on some stages sounds heavy handed and operatic.

The Final Cut

Some gamers may be put off by WeaponLord's complexity, and it's surely not for the squeamish. But WeaponLord's multitiered fighting cuts a notch above the rest of the recent pack. **G**

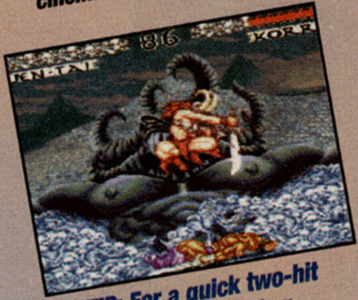


Follow your path across the battlefield in the Story mode.

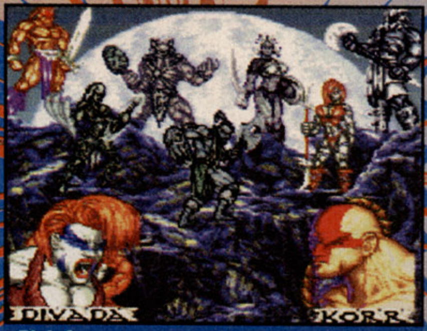


AT THE HEIGHT OF THE DEMON'S POWER, SIX WARRIORS DARE TO FACE HIM.

Awesome graphics enhance the cinematics.



PROTIP: For a quick two-hit combo, do Jen-Tai's Leg Breaker and immediately follow it with a Down Strike.



Pick from seven warriors.

Super NES Game ProFile

WeaponLord

(By Namco)

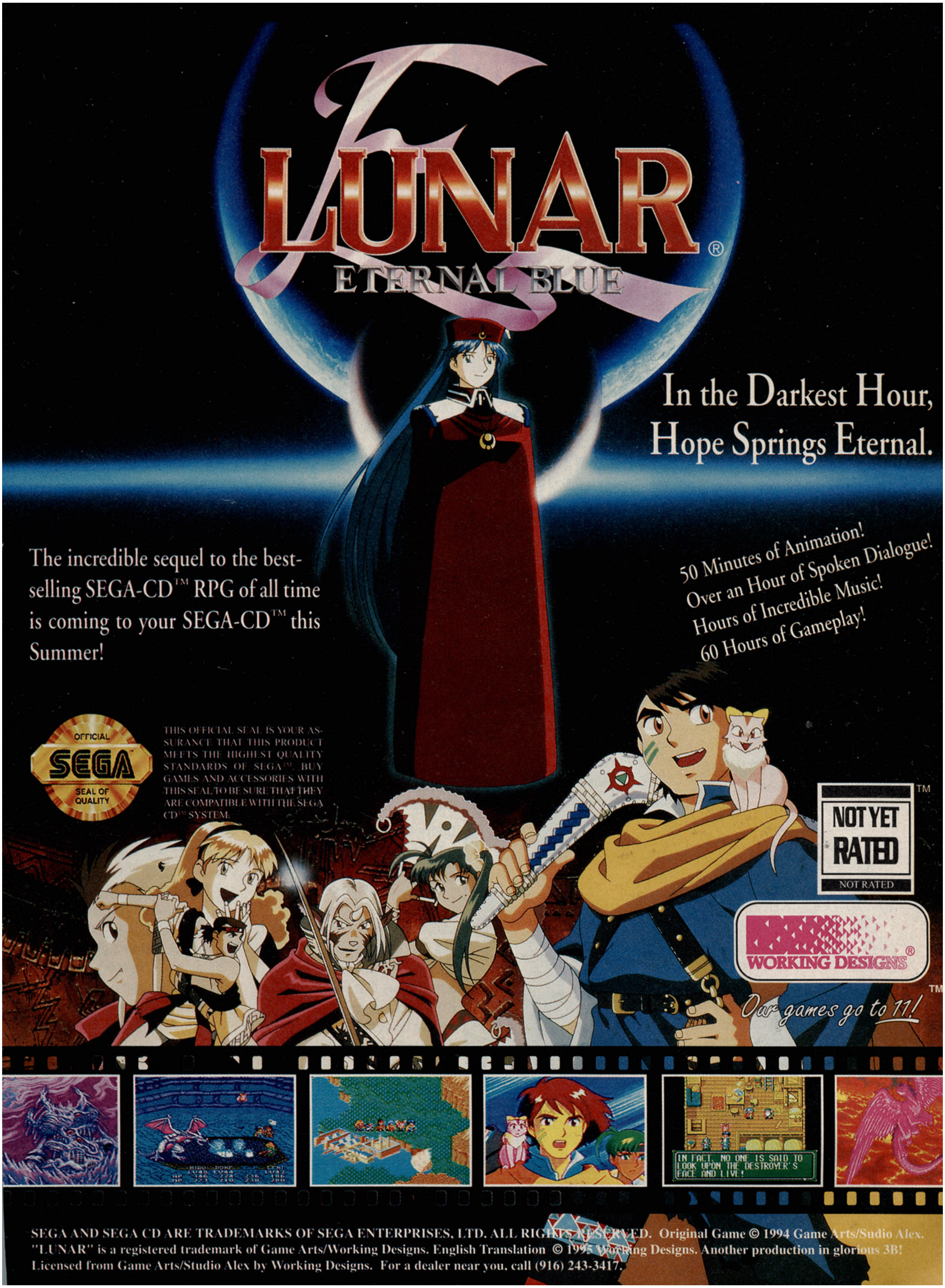
TEEN AGES 13+

If you're looking for the three Bs (blades, blood, and barbarians), this fighting game has them all.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.5	4.0	ADJ. Adjustable

$64.95
24 megs
Available September
Fighting

2 players
Multiscrolling
Side view
Passwords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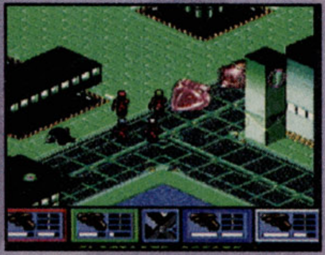
SYNDICATE

By Doctor Devon

Syndicate offers dense strategy combined with extensive shoot-em-up action. This potent mix isn't for everyone, but sophisticated action fans should have a good time.

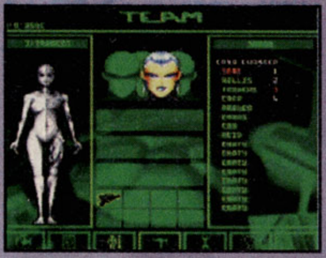
Intricate Syndicate

As on the PC, Mac, and Genesis, the SNES version starts you with a global map of international intrigue and a four-person team of agents. The missions involve lots of walking around and shooting, à la True Lies. But Syndicate's strategy elements, which require you to raise taxes in conquered countries and carefully evaluate each of your agents, add more depth than True Lies' single-minded simplicity ever dreamed of.



PROTIP: Be careful crossing streets. Even if you make it, a fast vehicle might take out the friends trailing you.

The complex controls require a thorough read of the manual. Once you learn them, they're fairly effective, but they can be cumbersome when you have to switch protagonists or weapons in the heat of battle.



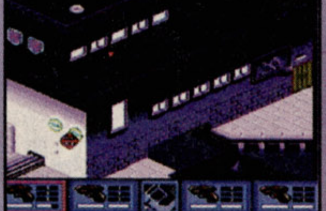
PROTIP: Your agents can carry a limited number of weapons, so don't overload them.

Even worse, targeting isn't as accurate as you'd like.

SynCity

The sounds and graphics are both above average. The sounds are especially effective with moody, atmospheric music and distant gunfire that warns you of impending action. The squashed graphics, though colorful, don't always help you in your detailed quest. That tiny radar screen looks like a postage stamp on your TV.

Young gamers or those with little patience should stay away because Syndicate isn't easy. But advanced gamers and fans of the computer versions will get a satisfying bang out of the SNES cart. Syndicate is a thinking man's shoot-em-up game. **G**



PROTIP: Inside buildings, you can't see your agent or the people around you. Don't fire randomly because you might accidentally hit citizens.

Syndicate by Ocean

Graphics	Sound	Control	FunFactor	Challenge
				ADV.
3.5	4.0	3.5	3.5	Advanced

$59.95
16 megs
Available now
Action/adventure
2 players
50 missions
Angled-overhead view
Multiscrolling
Passwords
ESRB rating: Kids to Adults

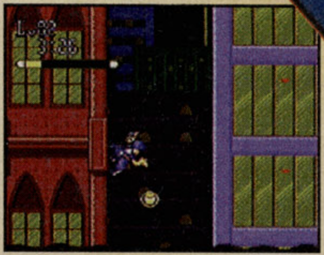
SWATKATS

By Coach Kyle

Sorry, cartoon fans, your Saturday-morning feline friends get run over in this lame game.

Kitty Litter

For most of the game, the two SwatKats, T-Bone and Razor, take on five worlds of side-view platform action in an effort to save MegaKat City. Unfortunately, the action is pretty unimaginative, the enemies are silly, and the kats are slowly moving heroes.

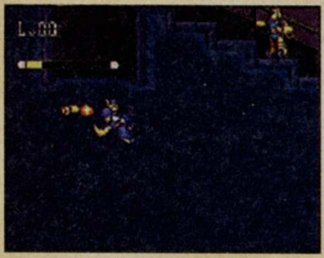


PROTIP: In World 1, scale all the way down the buildings to grab goodies (but don't touch the water!).

For diversity, one world presents behind-the-aircraft shooter action against a weird sea creature, but the novelty soon wears off. The whole game plays like something that would've been released a couple of years ago, and even then its FunFactor would've been average.

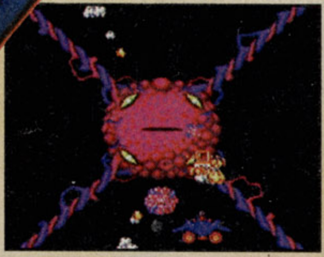
Cat Scratch Fever

Two big parts of the problem are the graphics and sounds. The sprites are simple, stiff, and repetitive. The backgrounds are bright and colorful, but nothing looks like it's the peak of 1995 SNES technology. The sounds are also ordinary – the kats' cry of "Bingo!" is the sole highlight.



PROTIP: Drop down at the beginning of World 4 to find level-ups, then use the kats' unique climbing ability to get back up.

The controls compound the game's mediocrity. Each kat has unique weapons with more available the longer you survive. But the basic weapons' limited range will frustrate most gamers.



PROTIP: In World 3, aim your missiles at the glowing eyes of the giant sea creature, not at the shots the creature fires.

The youngest gamers might like SwatKats, but anybody older who's played a decent SNES game in the last two years will see why 16-bit games are on the way out. Primitive gameplay puts these kats on the endangered species list. **G**

SwatKats by Hudson Soft

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
2.5	2.0	2.0	2.0	Adjustable

$69.99
16 megs
Available now
Action/adventure
1 player
5 worlds
Side view
Multiscrolling
Passwords
ESRB rating: Kids to Adults

ROAST A FEW WEENIES TONIGHT.

So, how do you like your opponent?
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Zhadnost: The People's Party

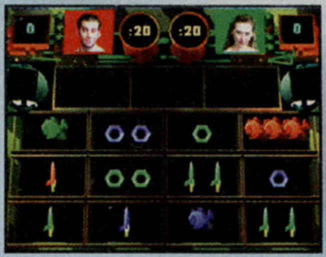
By Toxic Tommy

This just in from Bizarrnian state radio. "Attention, people of Bizarrnia. The government has fallen...and that means you can win cash and valuable prizes on the all-new, all-capitalist People's Game Show!"

Zhadnost: The People's Party is a wacky 3DO TV-style gameshow set in Bizarrnia, an Eastern Block country recently freed from a repressive but goofy communist regime. The result is a sometimes hilarious tour de farce.

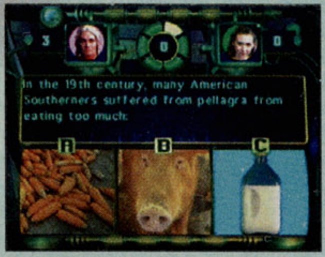
Revolution or De-Evolution?

They aren't kidding about the "party" in the title. First of all, this CD requires two players with up to four players possible. You choose characters from five bizarre Bizarrnians, and players compete two at a time.



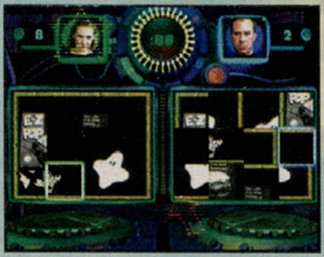
PROTIP: In Troika, color, shape, and number of objects affect your score.

Secondly, the humor is campy, adult in its sensibility, and definitely best served to a group audience with full laugh bladders. Finally, the challenge is decent, but it clearly depends on competitive human interaction to make it fun.

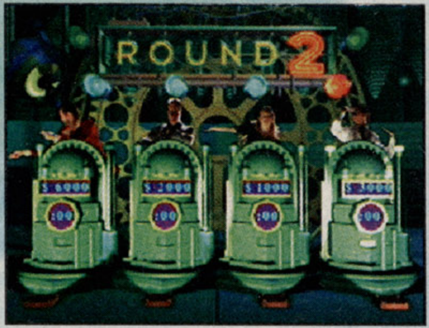


In the 19th century, many American Southerners suffered from pellagra from eating too much:

PROTIP: In Propaganda, if your opponent answers first but incorrectly and you don't know the answer yourself, just guess. You have a 50/50 chance.



PROTIP: If you're stuck in Yankee Stooge Cinema, go for the borders of the picture first. Then fill in the center.



Zhadnost! Somebody bring back communism!

The "show" features five entertaining games with an end-of-round strategy contest where you can build up a cash prize. The standard games include Eye Spy and Lip Service, audio and visual forms of Concentration; Propaganda, a multiple-choice pop-culture trivia quiz; Troika, a match-the-shapes game; and Yankee Stooge Cinema, a jigsaw-style game where you piece together an animated film clip. To help pump up the drama, all the games have time constraints.

PROTIP: In the Money Go Round at the end of each round, you can save some of your allotted time by jumping into the hole in the center. It can be good strategy in order to retake money your opponents have erased from your earnings.

Commies for Comedy

Zhadnost's graphics and sounds are a blast. The game-show set features an outlandish high-tech design, and the costumed actors stage outrageously visual performances. Obscure film clips from the '40s, '50s, and '60s add weird, comedic flair.

The audio tickles the funny bone, too. The announcer and show host are over the top, as you'd expect. Likewise, the five contestants serve up fun-loving vocal stereotypes, from a secret police interrogator to a wise-guy hoodlum. The music runs wild with a catchy, retro-punk, electric-guitar-and-drums homage to the Ventures.

Socialism for The Silly

Do you have occasion to throw social gatherings prone to silliness? Party hearty with the People's Party. ■

"Is Time You Are Meeting Contestants"

(Courtesy of Bizarrnian Secret Police Surveillance)

Ludmilla Pectoralvitch – She's Bizarrnia's top female athlete (at least until the chromosome tests come in), but she wants to be Miss America.

Vladimir "Zygi" Nada – He's a small-time crook looking to weasel his way into the presidency of the United States.

Dr. Grushenka Ruble – When she's not busy launching missiles, she's launching fashion statements.

Ivanna Borchinik – She's a cello prodigy for the State, but she wants to be unplugged on MTV.

Col. Ivan Kropotkin – He's an ex-secret-police agent aspiring to perform stand-up comedy in Vegas.

3DO Game ProFile

Zhadnost: The People's Party

(By Studio 3DO)

NOT RATED

If your sense of humor leans toward campy game-show take-offs and goofy Eastern European stereotypes, brainwash a friend or three and crash this party.

Graphics	Sound	Control	FunFactor	Challenge
				BEG.
4.5	5.0	4.0	4.0	Beginner

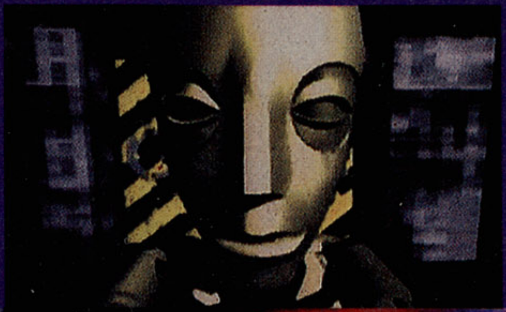
Price not available
CD
Available now
TV quiz show

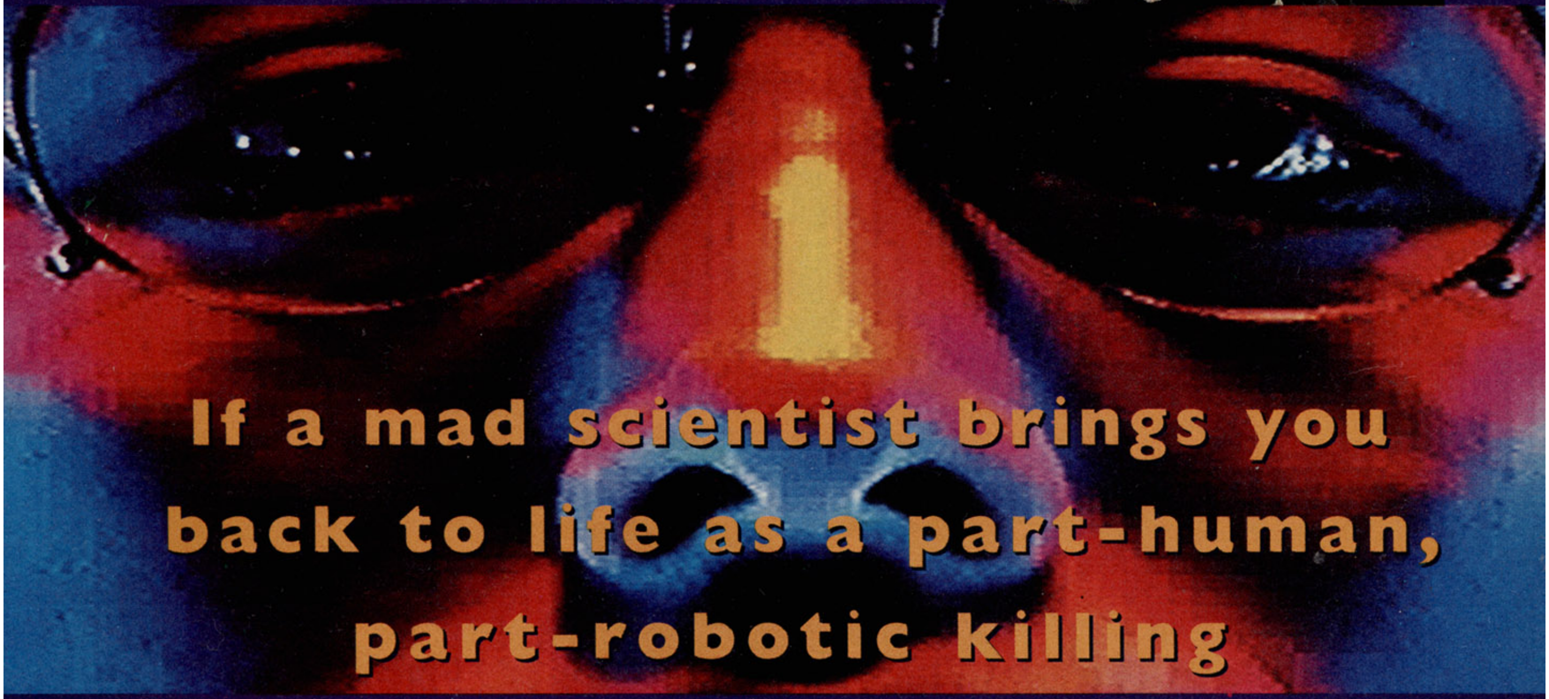
4 players (2 players required)
Multiple views
Live action

You're the ultimate killing machine, part man and part robot. So what comes out when you tinkle? Never mind that. Get to the lab and exact your revenge on that twisted scientist.

Enjoy the smell of burnt metal? Good. You'll need to blast hoards of evil motoids like this one in order to survive.

He may look like a waste of good aluminum, but this android will come in handy when things get hairy. He'll send you useful bits of information through your communications circuit that will help you in your mission. (In other words, don't pump him full of lead.)





If a mad scientist brings you back to life as a part-human, part-robotic killing machine, do you blow him away or call him Daddy?

Iron Angel of The Apocalypse
3DO
SYNERGY INC.

Cool game, huh? Wait until you see Iron Angel of the Apocalypse: The Return.

Here's a relationship that's even too screwed up for one of those cheesy talk shows. Introducing *Iron Angel of the Apocalypse*.™ A mad scientist has created you, the Iron Angel, from flesh, bone and metal. But he didn't program you to mow his lawn and serve drinks at his parties. He wants you to rid the world of the human race. Luckily, you still have enough brain tissue to realize that the world could do without this lunatic. With the help of a lovely assortment of big-ass guns, your mission is to blast your way to the scientist's lab on the top floor. If you make it, you can give Pops a Father's Day gift he'll never forget.

He may have created you, but there will be no father-of-the-year awards for this wacko.

SYNERGY

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PROREVIEW

Jaguar

Rayman

By Tommy Glide

The wait is over for Jaguar owners yearning for a long, involved platform hopper! Rayman is animated thumb candy for those in need.

Dynamite Zool

Resembling a cross between Zool and Dynamite Headdy, Rayman's Muppet-like world begs exploration. Mr. Dark has stolen the ProToon – the power source for the planet. As Rayman, you must free Dark's hostages (who are found in cages dispersed throughout the levels) and ultimately regain the ProToon.

Although Rayman involves standard hop-n-bop action complete with boss characters, diverse interactive elements add to the Control and FunFactor ratings. As you successfully progress through levels, a fairy grants you new moves. After the first two stages, you receive a basic attack punch. A few levels later, you get to hang from ledges.

Sugar Rayman

Rayman's cartoony, colorful graphics and detailed backgrounds showcase the next-generation quality you expected all along from Jaguar games. Rayman stands large on the screen, and his many enemies have similar animations. The graphics are deceiving – Rayman looks like a game for kids, but in reality, it plays much harder.

Jaguar Game ProFile

Rayman

(By Ubi Soft)

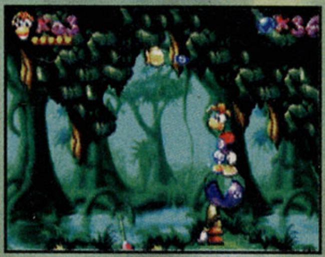
KIDS TO ADULTS K-A AGES 6+

Finally, a game that shows off the Jaguar's capabilities. Don't let the cutesy graphics fool you – Rayman is an advanced challenge.

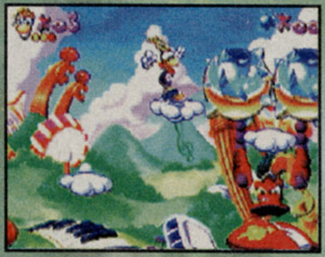
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	ADV. Advanced

$69.95
32 megs
Available now
Adventure
1 player

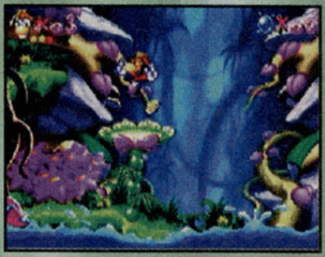
Side view
Multiscrolling
5 continues
Save feature



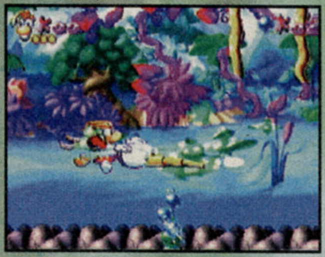
PROTIP: Use your punch to knock the purple berries onto your enemies' heads. Then stand on their heads and jump to reach power-ups.



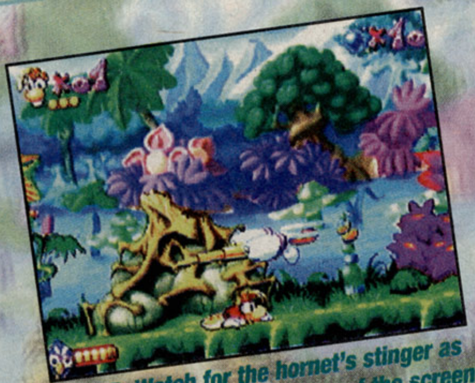
PROTIP: Time your jumps to avoid the giants' arms.



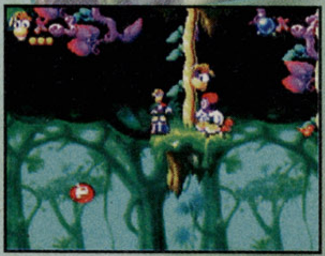
PROTIP: Don't rush to the top of the screen to escape the rising water. Instead, move quickly and plant the flowers necessary to escape, then concentrate on jumping to the next platform.



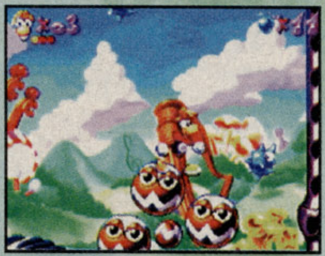
PROTIP: When you're on the hornet's back, move quickly and stay close to the top and bottom to avoid enemies. Always take the health power-ups, or you won't make it.



PROTIP: Watch for the hornet's stinger as he zooms in from both sides of the screen. Punch him when he hovers.



PROTIP: On the first level, climb the first set of vines and move to the left. You'll find a platform with a 1-up.



PROTIP: When you ride these wheels, stay on the top so you can jump to avoid approaching obstacles.

The sound keeps pace with the graphics. You get authentic sound effects (like the splash of objects landing in water), along with the standard beeps and thumps associated with platform games. However, the upbeat soundtrack could be from any cute Saturday-morning cartoon.

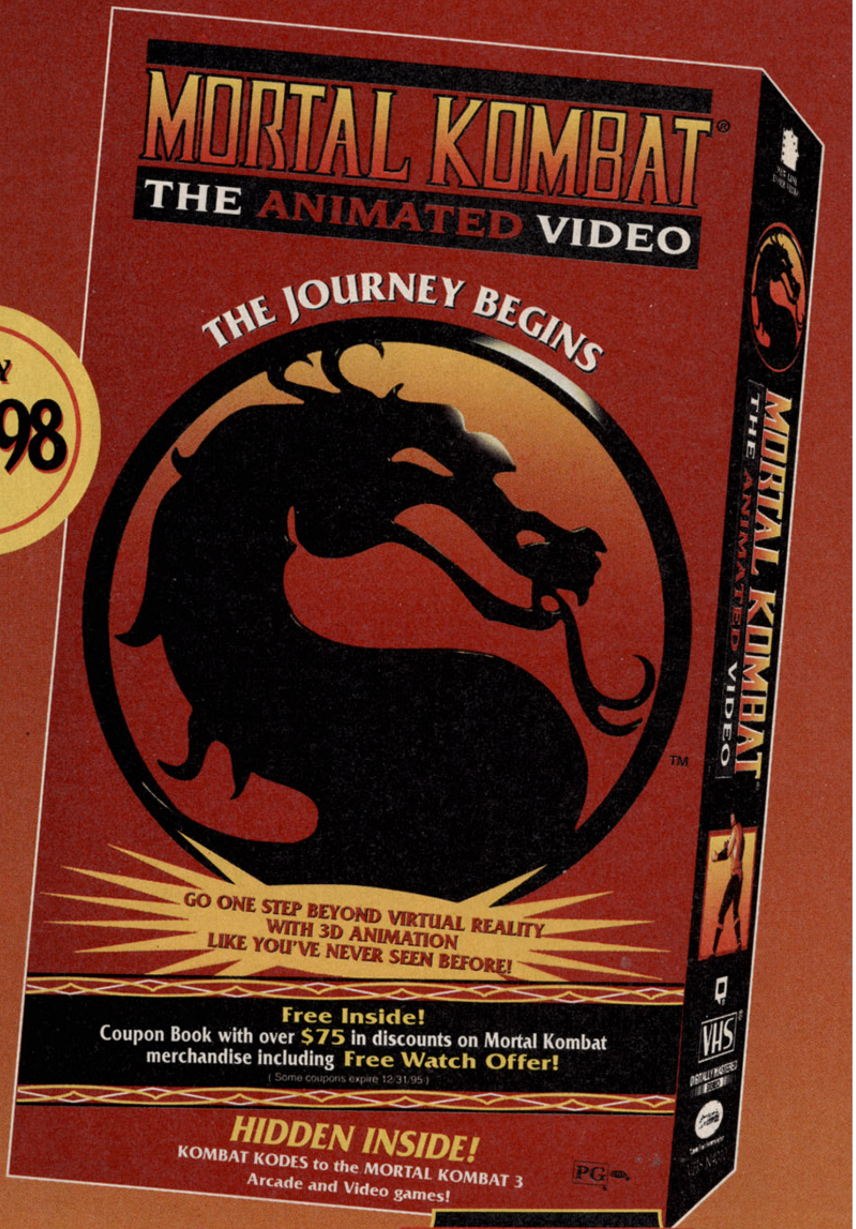
The Jaguar Smiles

Rayman's controls are precise. Your hero is extremely agile and needs to be, considering the constant jumping, ducking, and dodging that's required. You may find advancing through one area requires hours of attempts because only an exact move pattern will get you through safely.

With plenty of power-ups and hidden bonus games, anyone looking for deep gameplay along the lines of Donkey Kong Country or Gex won't be disappointed.

Although his puppetlike image leaves something to be desired for older gamers, Rayman is good platform fun – a ray of sunshine for Jaguar owners. G

THE VIDEO EVENT OF THE YEAR!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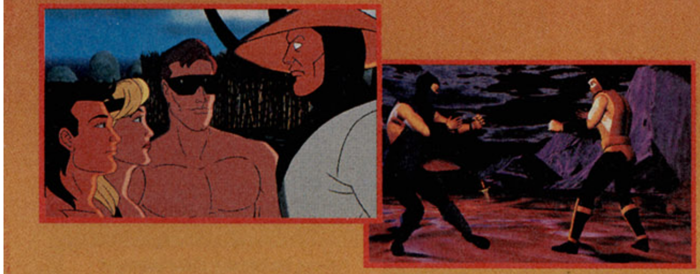

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TURNER HOME ENTERTAINMENT

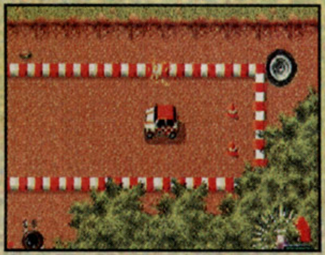
Power Drive Rally

By Scary Larry

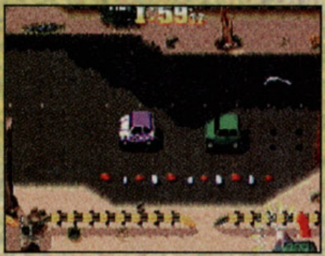
With all the power and processing speed that the Jaguar can deliver, why did Time Warner opt for this lame driving game? Driving a Hyundai looks more attractive than this game.

Powerless

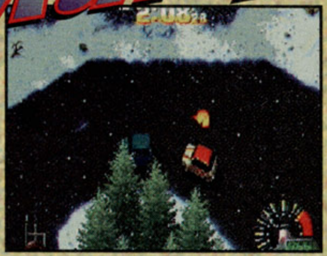
Four-wheeling never looked so boring. In Power Drive Rally, you pick from a Fiat or a Mini, two decidedly European-looking cars that don't exactly inspire respect in the hearts of racing fans. Between races, you spend your winnings on new engines, suspension, tires, brakes, and so on.



PROTIP: Stay in the middle of the course to avoid colliding with obstacles along the sides, like fallen tree branches.



PROTIP: The arrows that point backward on the Skills tracks indicate that you should back the car into the space.



PROTIP: Swing wide on turns to snag power-ups.

The controls are squirrelly and slow. Even when powered up, your car putters into curves and goes off the track at the slightest resistance. Then again, you may find yourself ditching your car out of sheer embarrassment.

The Agony of De Fiat

The graphics aren't too bad. You traverse over African swamp land, English forests, and more. Although the race courses are well defined and certain effects (like lightning and rain) are well done, you get the overall feeling that this game is a bad Micro Machines rip-off.

The sound is just a little too much. Funky European music is complemented by an annoying British voice that calmly gives you directions. It's like riding with your dad, and the announcer sounds like he'd be more at home calling a tennis match.

Jaguar owners will be disappointed if they're looking for a racing game to rival Daytona or Ridge Racer. Without any power or graphical wizardry, this game doesn't rally to the occasion. G

Power Drive Rally
By Time Warner Interactive

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.5	2.5	2.5	ADJ. Adjustable

Price not available
2 megs
Available now
Racing
2 players
Overhead view
Multiscrolling
Battery backup
ESRB rating: Kids to Adults

AIR CARS

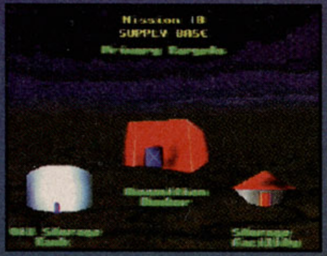
By Tommy Glide

If you do the math, you'll find it's wrong because Aircars for the 64-bit Jaguar looks like a bad 16-bit tank game. What happened to the other 48 bits?

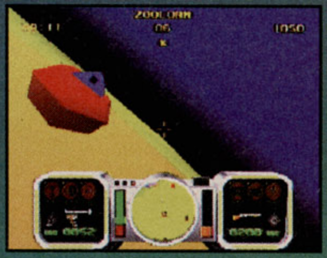
Sci-Fi Fly-By

From your cockpit, you pilot an aircar (a heavily armed futuristic hovercraft) against an army of scientists bent on world domination. Through 32 missions, you seek and destroy targets, eliminate enemies, and collect power-ups.

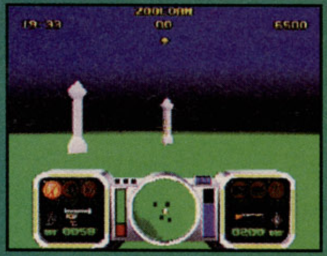
You can also switch views and weapons, drop smoke screens and mines, and use your map to search out targets. Each level is set in a large region with plenty of enemy aircars and tanks to annoy you. You can also find teleport gates that warp you to different areas of the level.



PROTIP: Study the targets at the beginning of each mission; you'll need to find them amid clusters of other buildings.



PROTIP: Don't exchange hits with enemy tanks. Avoid their fire and attack them on the fly.



PROTIP: When you destroy all the targets for a level, the teleport gates open so you can exit.

Poly-Goner

This polygon world is visually boring. An occasional tree is the only detail in the dismally sparse surroundings. While smooth scrolling and rolling terrain make for more realistic gameplay, the bland enemy targets and background scenery make this game a graphical dud.

The sound is below average with the exception of decent explosions. A helpful voice will occasionally chime in when you destroy something important. But aside from the title screen, you don't get any music.

For all its problems, Aircars offers good control. Multiple evasive movements and easy access to weapons make the game bearable.

While Aircars can be played with up to eight pilots (using the CatBox network), the game isn't any more fun with multiple players than it is alone. Similar to (but below the par of) the PC title Spectre, this substandard shooter will only satisfy easy-to-please pilots. G

Aircars by Midnite Entertainment

Graphics	Sound	Control	FunFactor	Challenge
1.5	2.5	3.5	2.0	ADJ. Adjustable

$64.95
16 megs
Available now
Cockpit shooter
8 players (with CatBox multi-Jaguar link)
32 missions
Multiple views
Multiscrolling
Save feature
ESRB rating: Kids to Adults

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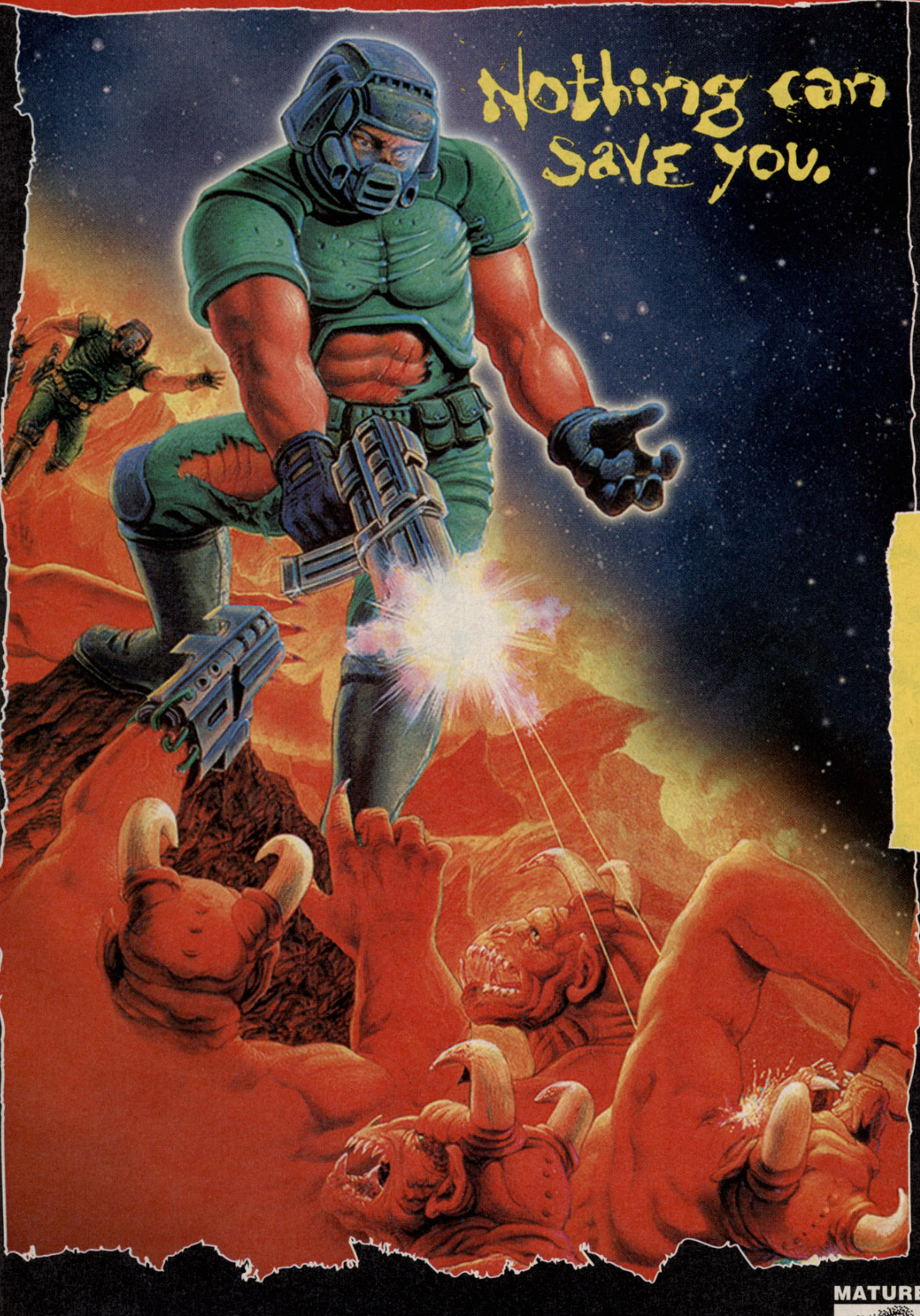
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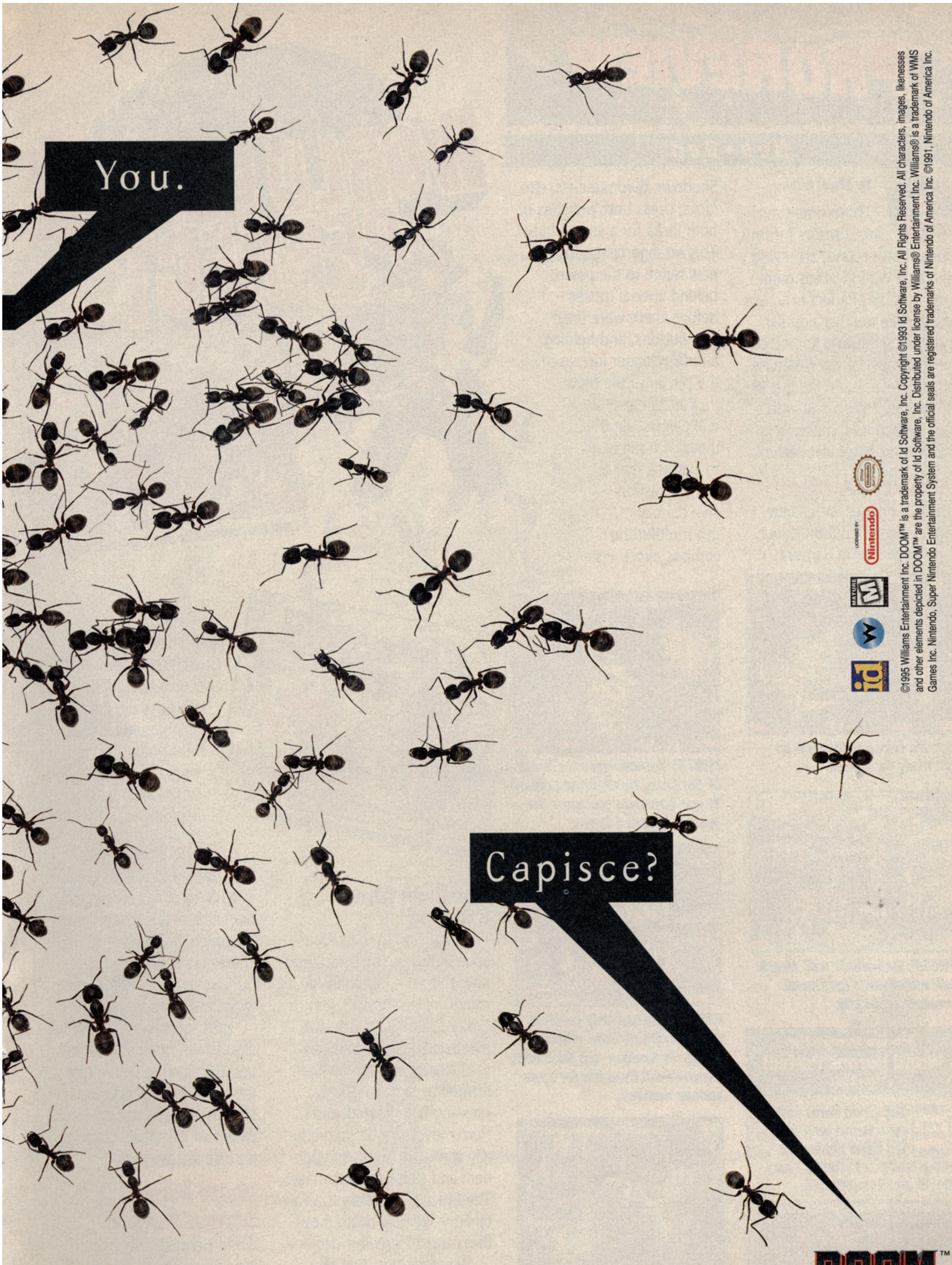

start spitting lead because the only thing that sucks worse than the pay are the odds. Doomsday, 09. 01. 95.

DOOM™

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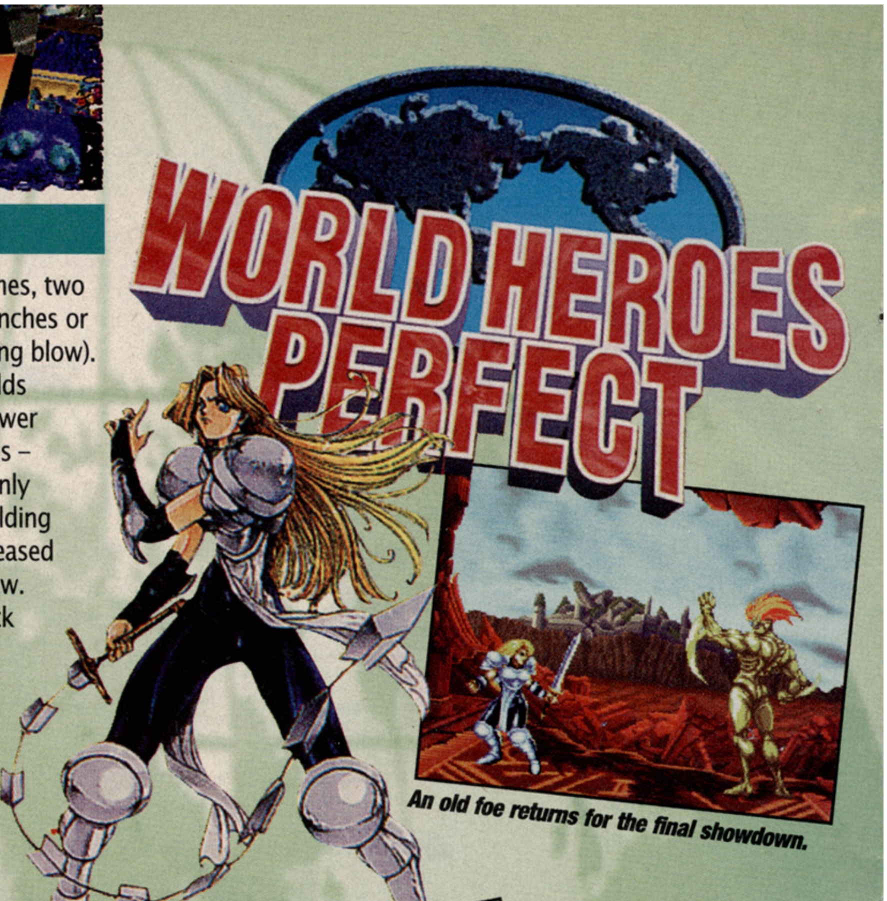


An old foe returns for the final showdown.

World Heroes Perfect

By Major Mike

Those time-traveling warriors return for a fourth round, achieving the best World Heroes game yet. Alas, WH Perfect is an upgrade (like another popular fighting series you know), correcting most of the elements that were amiss in the last installment. That, along with a few new moves, makes this World Heroes almost perfect.

Not Quite Perfect

The most noticeable change is the new four-button layout, similar to that of Samurai Shodown (two punches, two kicks; press both punches or both kicks for a strong blow). This arrangement adds new range to the power behind special moves – before, there were only two buttons, and holding a button longer increased the power of the blow.

You can also block while in the air. The moves are still easy to execute, thanks to very responsive controls, but multihitting combos exact more damage when an opponent is cornered.

In addition to the various special moves, you'll find three new special attacks: an ABC move, a Hero move, and a Crazy Death Blow. The ABC move varies from character to character and can be performed by simultaneously pressing Buttons A, B, and C. Hero moves charge up gradually with each hit on an opponent and cause more damage. The Crazy Death Blow is a Fatal Fury-like near-death move that causes incredible damage.

World Heroes 2 Jet fans will find some corrections. A few fighters have been toned down. For example, Jack's cheesy Mixer Crunch no longer has unlimited range. Unfortunately, the same can't be said for Capt. Kidd, who is still too powerful – especially with his damaging Spiral Kick.

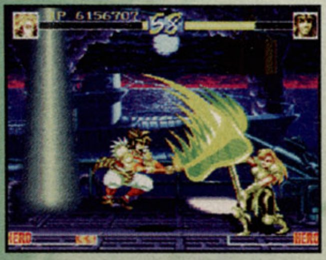
New Backgrounds

WHP looks and sounds great. The backgrounds are beautiful, but some of the activity looks choppy. The well-animated characters sport some knockout visuals on the Crazy Death Blows and special moves.

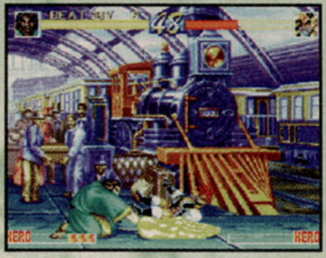
Each stage has its own musical flavor, from intense (the volcanic lava) to subtle (the ice cave). The sound effects, such as Janne's clanking Slash Whip and Rasputin's crackling Ice Ball, are awesome.

World Heroes... Almost Perfect

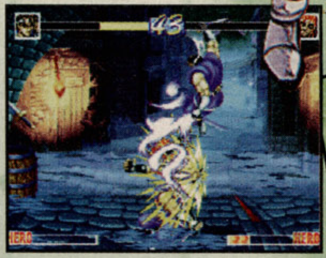
World Heroes Perfect almost lives up to its title. Those of you still reeling from Jet will find a very fun fight here, lumps and all. G



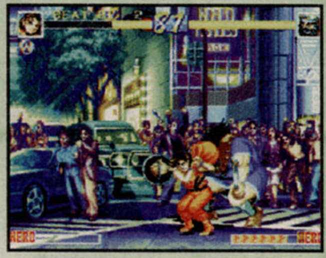
There's even a hidden fighter – get ready for Gokuu!



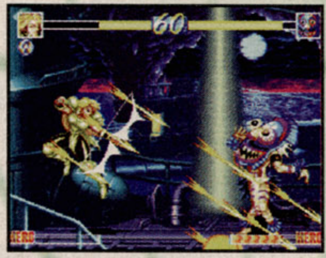
PROTIP: Rasputin's ABC attack will make you a very small problem – literally.



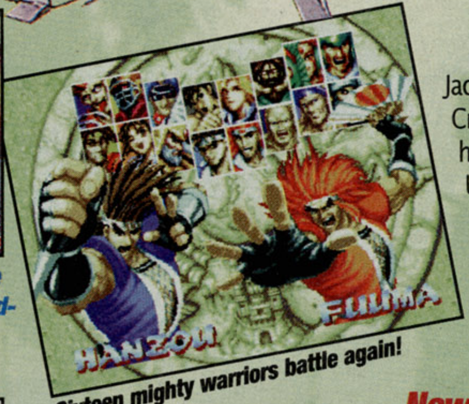
PROTIP: You can vary the range of the Crazy Death Blow depending on how long you keep the buttons pressed down.



PROTIP: You can only perform the Crazy Death Blow when your life bar is flashing red. Do it with a maxed-out Hero bar for some serious damage.



PROTIP: To perform Janne's Crazy Death Blow, motion ↓ ↙ ← ↓ ↘ → (B C D).



Sixteen mighty warriors battle again!

Neo•Geo Game ProFile

World Heroes Perfect

(By ADK)

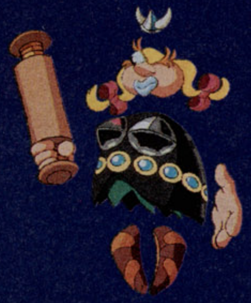
NOT RATED

The World Heroes return for a fourth time with the same fighters but more moves – including Crazy Death and Hero attacks!

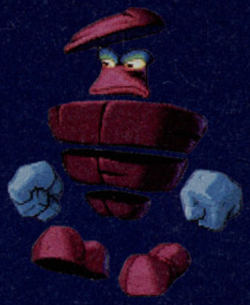
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	4.5	ADJ. Adjustable

Price not available	Fighting
226 megs	2 players
Available now	Side view

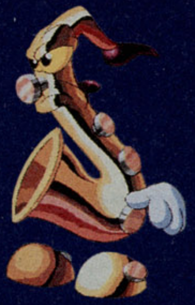
What do you get when you mix...



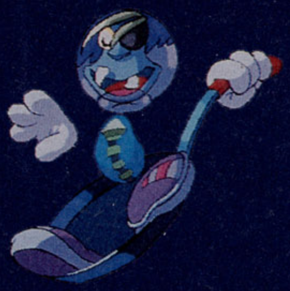
A Mad Woman with a Rolling Pin



A Stone-Age Maniac

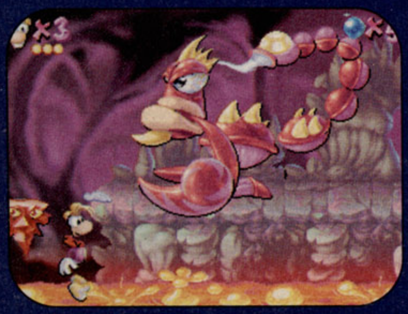


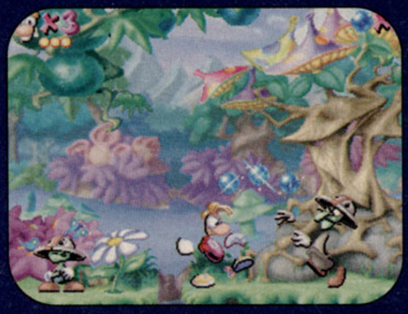
A Deranged Sax Blowing Killer Notes

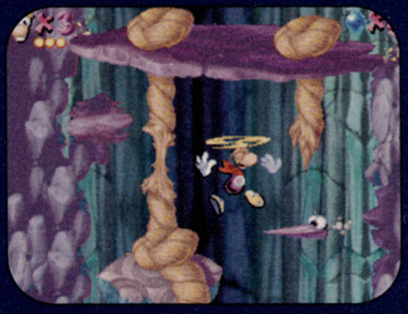


A Pirate with a Flying Saucepan

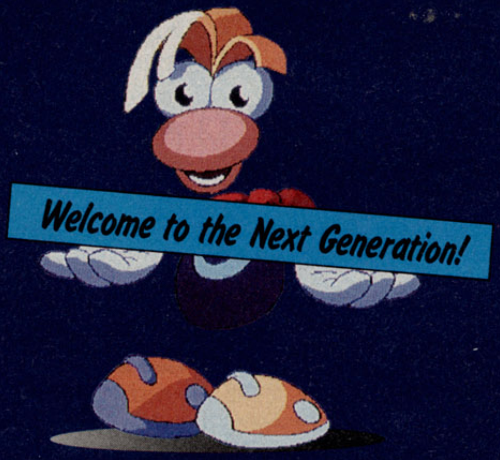
...more than you can handle!







RAYMAN™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Ubi Soft ENTERTAINMENT

PlayStation

JAGUAR 64-BIT

SEGA SATURN

CD ROM

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3DO Scores with Slam 'N Jam '95

Slam 'N Jam '95

3DO

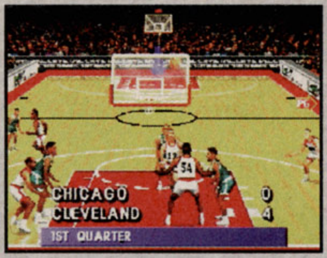
By Super Dizzy Jet

There's plenty of slammin' and jammin' in 3DO's full-court press, Slam 'N Jam '95. For a basketball game without "NBA" in the title, that is.

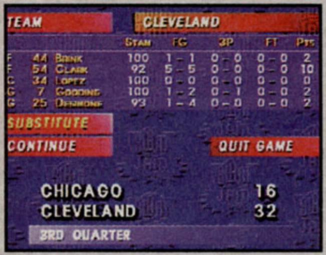
Backboard Jungle

Slam provides enough high-speed action to keep b-ball fans content with a game that looks different but doesn't necessarily play differently. With plenty of variations on dunking (including 360-degree spin dunks and rim hangs), the gameplay is fast and furious enough.

The action starts with three play modes – Exhibition, Season, and Playoffs – and several other play options, such as eliminating boundaries and setting the time for the quarters. For all-out play in the spirit of the game's title, you can even adjust the fouls from strict to nonexistent. A slow-motion feature perfectly replays stretches of action right down to the sounds.



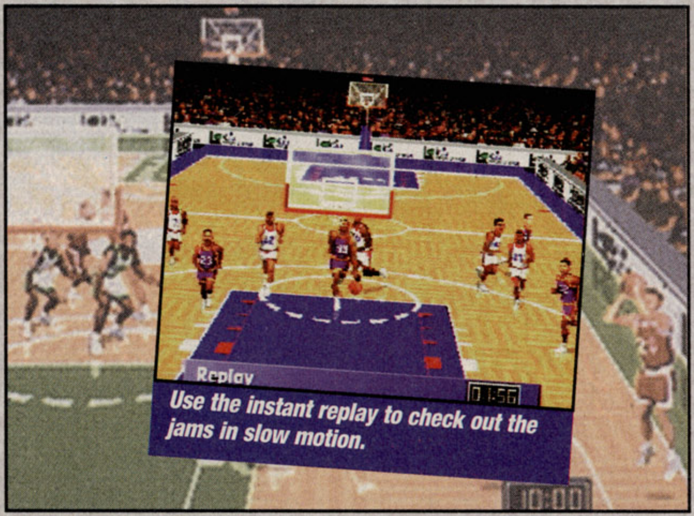
PROTIP: To fake out opponents, go for a jump shot, then pass off to a teammate at the last second.


TEAM CLEVELAND

			STAM	FG	3P	FT	PTS
F	44	Brink	100	1 – 1	0 – 0	0 – 0	2
F	54	Clark	92	5 – 5	0 – 0	0 – 0	10
C	34	Lopez	100	0 – 0	0 – 0	0 – 0	0
G	7	Gooding	100	1 – 2	0 – 1	0 – 0	2
G	25	[illegible]	93	1 – 4	0 – 0	0 – 0	2

CHICAGO 16
CLEVELAND 32
3RD QUARTER

PROTIP: Keep track of your players' stamina. If it drops too low, bench them to replenish it.

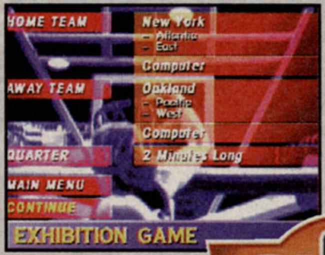


Use the instant replay to check out the jams in slow motion.

Zoom, Zoom, a Zoom

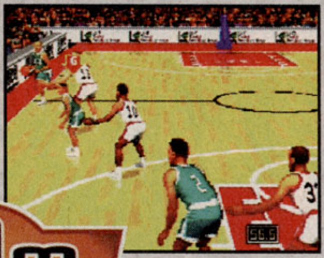
Graphically, Slam offers a behind-the-backboard perspective, rather than the familiar side view. It zooms in for all the important action (baskets and so on), but for continuous motion, it occasionally stops to process the next bit of action. With all the zooms, there is minimal pixelization – even when the players and the ball receive tight close-ups.

The audio is a different matter: The cheering crowd abruptly dies down, then suddenly starts up again. Commentator Van Earl Wright provides colorful, humorous expressions, but the one-liners quickly grow repetitive. Fortunately, an option lets you shut him up for the duration of the game. Sneaker squeaks, grunts, and the ever-present dribbling ball are intelligibly reproduced.

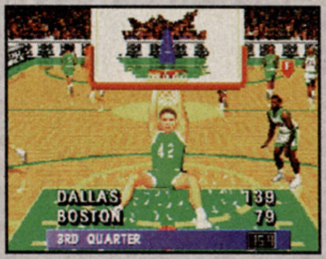

HOME TEAM: New York – Atlantic – East
Computer
AWAY TEAM: Oakland – Pacific – West
Computer
QUARTER: 2 Minutes Long

PROTIP: To check out the strengths and weaknesses of each team, play the Exhibition mode.

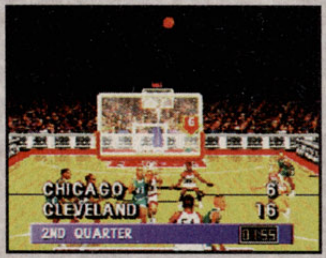
SLAM 'N' JAM '95 ™



PROTIP: For uninterrupted play, turn off the boundaries.



PROTIP: Slam the ball enough times, and the backboard will shatter.



PROTIP: Use full-court shots only as a last resort – they rarely go in.

He Shoots, He Scores

Like many full-team sports games, Slam 'N Jam gets bogged down when you try to switch to various teammates while on the court. Cycling through several players until you reach the one you want gets frustrating and ultimately delays your responses. Otherwise, passing and shooting are no problem.

Despite minor annoyances like the commentary and player switching, Slam 'N Jam '95 is a lot of fun – even without the blessing of the NBA and its shoe-endorsing players. This hoop shooter will tide 3DO sports fans over – at least until the '96 edition. G

Slam 'N Jam '95 by Crystal Dynamics

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	4.0	4.0	3.5	Adjustable

$59.99
CD
Available now
Basketball

3 players
Multiscrolling
ESRB rating: Kids to Adults

Roller Hockey '95 Bags a Hat Trick

RHI Roller Hockey '95

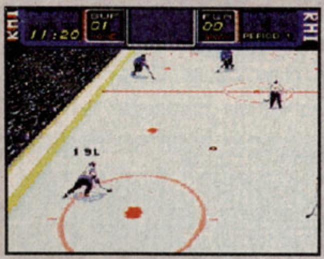
Super NES

By Air Hendrix

RHI Roller Hockey '95 blades into the crowded hockey arena with a refreshing blast of speedy action. Even though it looks just like ice hockey, RHI's raucous gameplay and unique rules will rouse your interest in hockey's summer cousin.

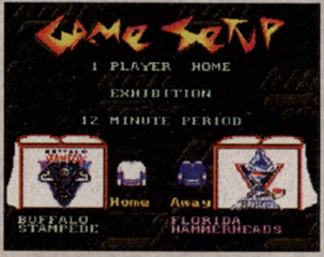
All-Star Action

Hockey pros will need a brief moment to master the nuances of roller hockey, a sport that's recently organized into a league with a summer season. Five-player teams (including the goalie) strap on in-line roller skates and play four-period games on cement rinks. Although there are no blue lines, offsides is called if a player precedes the puck over the center line.

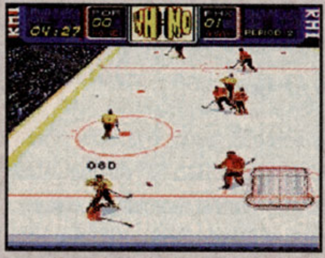


PROTIP: Quickly pass out of your zone. The puck must precede the player over the center line.

These minor differences aside, standard hockey features provide a firm base for the action. Pick from all 24 Roller Hockey International (RHI) league teams and two all-star teams with real team and player names, then chase the puck down in Exhibition, Playoff, Season, and Shootout modes.



For an easy first match, play as the Buffalo Stampede against the Florida Hammerheads.

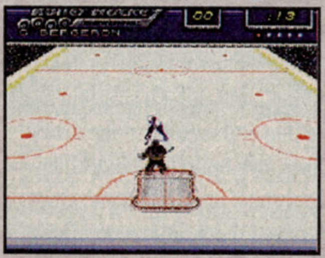


PROTIP: Defense revolves around checking, so get in there with those hip and body checks.

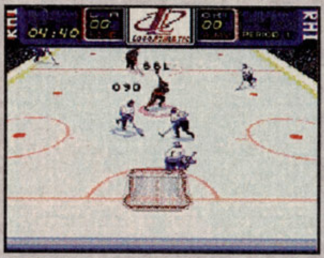
The strong lineup of offensive moves includes one-timers, fake shots, and drop passes. Strategy-oriented players, however, will find that the dim-witted CPU players don't provide enough tactical support for a thinking game.

RHI
Roller Hockey '95
BLADES

The game's blazing pace, however, makes for intense action. Players and rebounding pucks move with wicked speed, and the checking-based defense adds rough-n-tumble excitement.



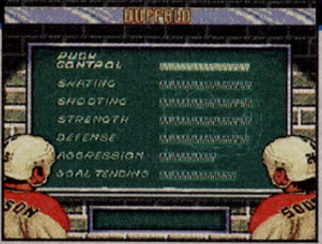
PROTIP: When you're one-on-one against the goalie, quickly fake to his glove side, then fire off a high shot on his stick side.



PROTIP: Position a defenseman between a shot and the goalie so he blocks the shot with his body.

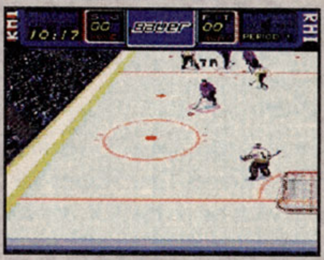
Visual Assist

Graphically, you can't make out any in-line skates, and the arena looks just like an ice rink – it's puzzling that no gameplay details remind you that you're playing roller hockey. The well-drawn sprites, though tiny, move with realistic grace.



Use the coaching feature to fine-tune your team's abilities before each period.

Unfortunately, the perspective scrolls too tightly with the action. When a rebound rockets off the goalie's pads, the perspective jarringly rockets after it, momentarily disorienting you. With time, though, the jerkiness becomes less distracting



PROTIP: As soon as your offense controls the puck, use the speed burst to create breakaways.

Breakaway!

The responsive controls let you wade through the competition, though the awkward double-button taps for fake shots strand you at times. The speed burst and wrist shot are located on separate buttons; this innovative placement enables you to sprint like a madman on breakaways.

A clear-sounding, lively announcer paces the action, and the decent crowd and puck noises overcome the muffled grunts. With such fast-paced gameplay and generally strong features, hockey vets will relish RHI's change of pace.

RHI Roller Hockey '95
By American Softworks

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.5	4.0	3.5	INT. Intermediate

$64.99
Megs not available
Available September
Roller hockey
2 players

¾-overhead view
Multiscrolling
Passwords
ESRB rating: Kids to Adults

RBI '95 Goes Deep On the 32X

RBI Baseball '95

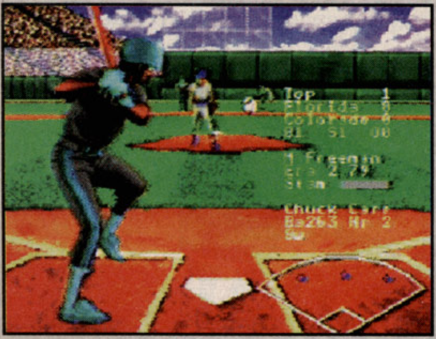
32X

By Quick-Draw McGraw

Instead of releasing a '95 version for the Genesis, Time Warner put RBI '95 at bat on the 32X, and it knocks one out of the park!

Rawhide Options

This season, striking fans can look to RBI '95 to fill that ballpark void. Not only does RBI give you every current team with MLBPA-endorsed rosters and stats, but it also includes every division winner dating back to '86 and every All-Stars team back to '90. You can even create your own team of stars from different years.



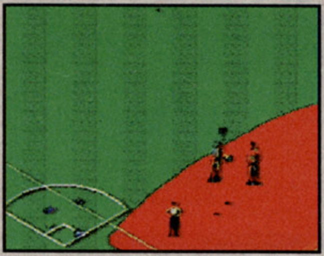
PROTIP: Curving your pitches up will increase the chances of a pop-up.

Play an Exhibition game against a ramped-up computer opponent or guide your team through a regular season, Playoffs, and World Series. Want more? How about Home Run Derby, Defensive Practice, and Game Breakers (lets you replay tough situations) modes.

RBI's controls are better than ever. Fielders jump and dive with great accuracy, and base runners perform well. Few ball sims let you control a pitch while it's in the air, but you can here, and the hitting is smooth as well.

Base Ace

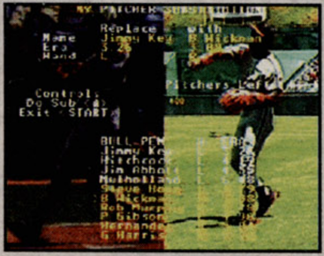
Known for its cartoony graphics, RBI finally grows up. A new up-close batter's-box view gives you a large sprite and a detailed view of every real stadium, obviously modeled after World Series Baseball for the Genesis. The visuals steal home with player and crowd animations, along with home-run fireworks.



PROTIP: Don't just watch a high line drive go over your infielder's head. Try to spear it.

Although RBI's music can be a bit annoying at times, the sounds are a big part of the game. Between the play-by-play guy, the ump, and the crowd, there's rarely a moment of silence.

In what appears to be an intelligent mix of the two best baseball games around, RBI and World Series, you get action-packed ball for the 32X.



PROTIP: You can use only five pitchers in a game, and four must be relievers, so let your starter go as long as possible.

RBI Baseball '95
By Time Warner Interactive

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.5	ADJ. Adjustable

$59.95	2 players
16 megs	Multiple views
Available now	ESRB rating: Kids to Adults
Baseball	

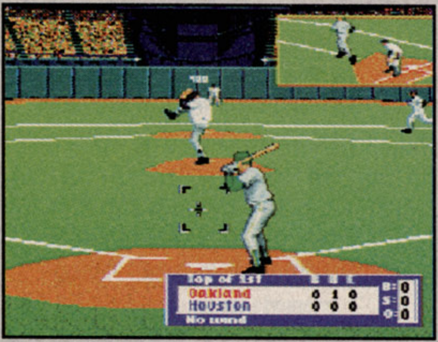
HardBall Redeems In '95 Season

HardBall '95

Genesis

By Air Hendrix

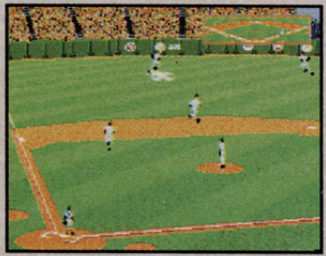
As baseball games overflow store shelves, HardBall '95 distinguishes itself by almost matching the standards of World Series '95. A remarkable improvement over last year's unexceptional entry, the latest in this long-running series steals second with impressive graphics, features, and controls.



PROTIP: For an early start when stealing, hold Up as soon as the pitcher begins his windup.

Home Run

Hit the field for solid baseball with all 28 major-league teams and the standard modes: Exhibition, League Play, Batting Practice, and Home Run Derby. The teams feature real players with '94 stats. Nice features, such as buying and selling teams and trading players, strengthen the action. Other nice options include altering rosters, player characteristics, and even the weather conditions.



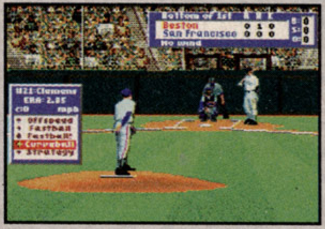
PROTIP: Precise positioning isn't necessary to bag pop flies; just nudge your fielder into the green circle.

The CPU plays an impressively tougher game than it did in the '94 version, making for more authentic, challenging gameplay. You'll earn a few thumb blisters before you earn hits with regularity, though the precise controls ease the challenge.

Grander Slam

Strikingly improved from HardBall '94, the dazzling graphics make for beautiful baseball. The smooth but slightly slow sprites move realistically in both the standard batting view and the TV-like pitching perspective. Although the players seem too small when you're fielding, the gorgeous stadiums, rendered from the real parks, are a feast for the eyes.

Announcer Al Michaels calls the plays. His familiar voice lends flair, but his commentary is marred by jerky pauses that make him sound robotic. The bat cracks and other effects perform well but without distinction.



PROTIP: Mix up your pitches, or the CPU will catch on to your patterns and light you up.

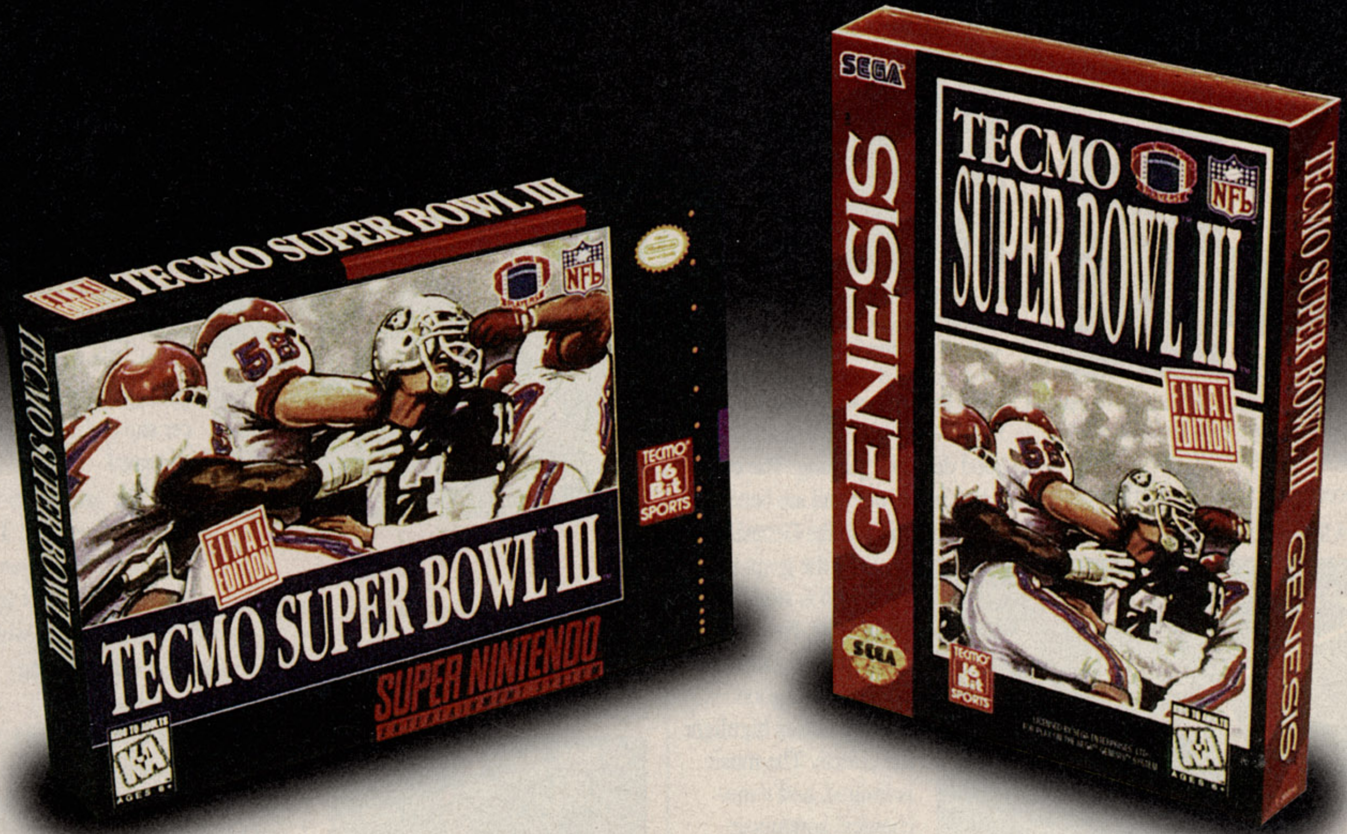
With an in-depth system of season play, HardBall '95 trails only slightly behind the frontrunner, World Series '95. Nonetheless, this strong cart will keep you swinging away under the warm summer sun.

HardBall '95 by Sport Accolade

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.5	4.5	INT. Intermediate

$69.95	2 players
24 megs	Multiple views
Available now	Battery backup
Baseball	ESRB rating: Kids to Adults

DON'T MISS THE CUT



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Head-On Soccer Speeds past Slower 16-Bit Sims

Head-On Soccer

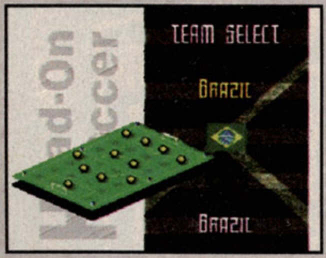
Super NES

By Tommy Glide

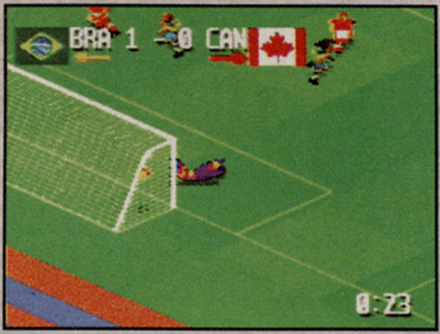
Oooh-rah! Head-On Soccer for the SNES is aptly named because you'll dive right into this turbo-charged game.

Ball Brawl

A total of 51 international teams take the Exhibition or Tournament field in this game. There's no FIFA or World Cup endorsement, which is fine because Head-On is more like an arcade soccer game than a simulation. It's quicker than most soccer games and definitely more physical: While referees patrol the action, they're somewhat lax in calling penalties.



PROTIP: Get the advantage in exhibition matches with Brazil. Each of the 11 characters are star players.



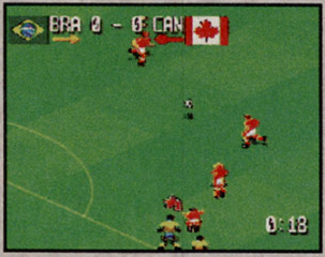
PROTIP: Position the ball for a shot by the star player "Striker 2." His blazing shots immensely increase your chance of scoring.

Because these teams aren't bound by World Cup regulations, the game includes "star players" who possess special skills that exaggerate standard soccer moves. Star forwards burn the ball with blazing hard shots, star mid-fielders maneuver beautifully, and star fullbacks deliver devastating defensive moves.

Head-On nails the controls with a six-button interface, providing separate buttons for heading the ball and for the star players' special moves. Getting off quick passes is easy, and slide-tackling your opponents is just as simple.

Goalie Cow

The graphics for Head-On are dead on. The stadium is well detailed, and the field view gives you good depth for passing. The characters move well and are better defined here than on the Genesis.



PROTIP: When on defense, press Button Y to punish your opponent with a kick that will put them out of the play. But don't kick them again when they're down, or you'll draw a yellow card.

Like the graphics, the sound is slightly better here. Heavy crowd noise, authentic whistles, and good booting noises highlight the effects. The music is limited, and a mechanical announcer calls the penalties and throw-ins.

Implementing the star players' special moves really juices up the action. If other soccer sims seem slow to you, this fast and furious version of the sport may keep you coming back for more. G

Head-On Soccer by U.S. Gold

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.5	ADJ. Adjustable

Price not available
16 megs
Available now
Soccer
5 players (with multiplayer adapter)
¾-overhead view
Multiscrolling
Passwords
ESRB rating: Kids to Adults

Head-On Soccer

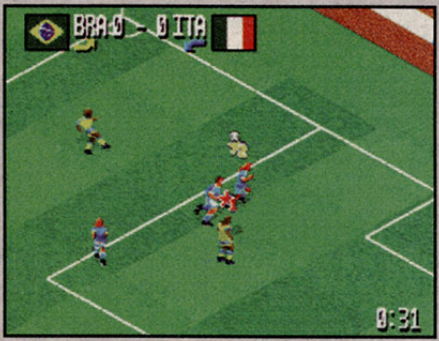
Genesis

By Greasy Gus

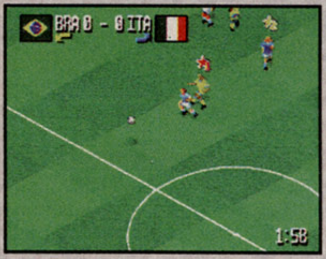
Put down the controller if you haven't fueled up with a good nutritious breakfast! You'll need all your strength to keep up with the accelerated action of Head-On Soccer.

Rock 'Em Sock 'Em Soccer

Not the gentleman's game of soccer, Head-On enables you (and the CPU) to bang away at your opponents as much as the ball. Head-On is a soccer "game," not a sports sim – some of the realism has been removed to make way for a better (faster) gaming experience.

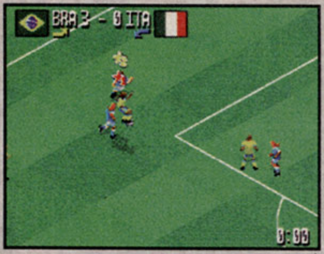


PROTIP: If you have a star player, press Button C to use him to cross shots in front of the net.



PROTIP: Quick passes up the center will usually get the ball to your forwards, even though you may not be able to see them onscreen.

Each of 51 international teams boast "star players." In the Tournament mode, you have to earn star players, while in the Exhibition mode, you begin with the maximum star players allowed. Star players have special offensive and defensive moves, like highly accurate passing, fake falls (in order to earn a free kick), and well-controlled shots.



PROTIP: The "Tricky" star player with the dreadlocks has a special move to hop past defensive players while maintaining ball control. Master this move, and you can run the ball downfield and almost into the opponent's net.

Keep Your Shin Up

Graphically the game looks a little better than average. A nice view of the field makes passing easier, but the cinemas (for a foul or goal) are a little corny. The sprites are average sized for a soccer sim and are decently animated.

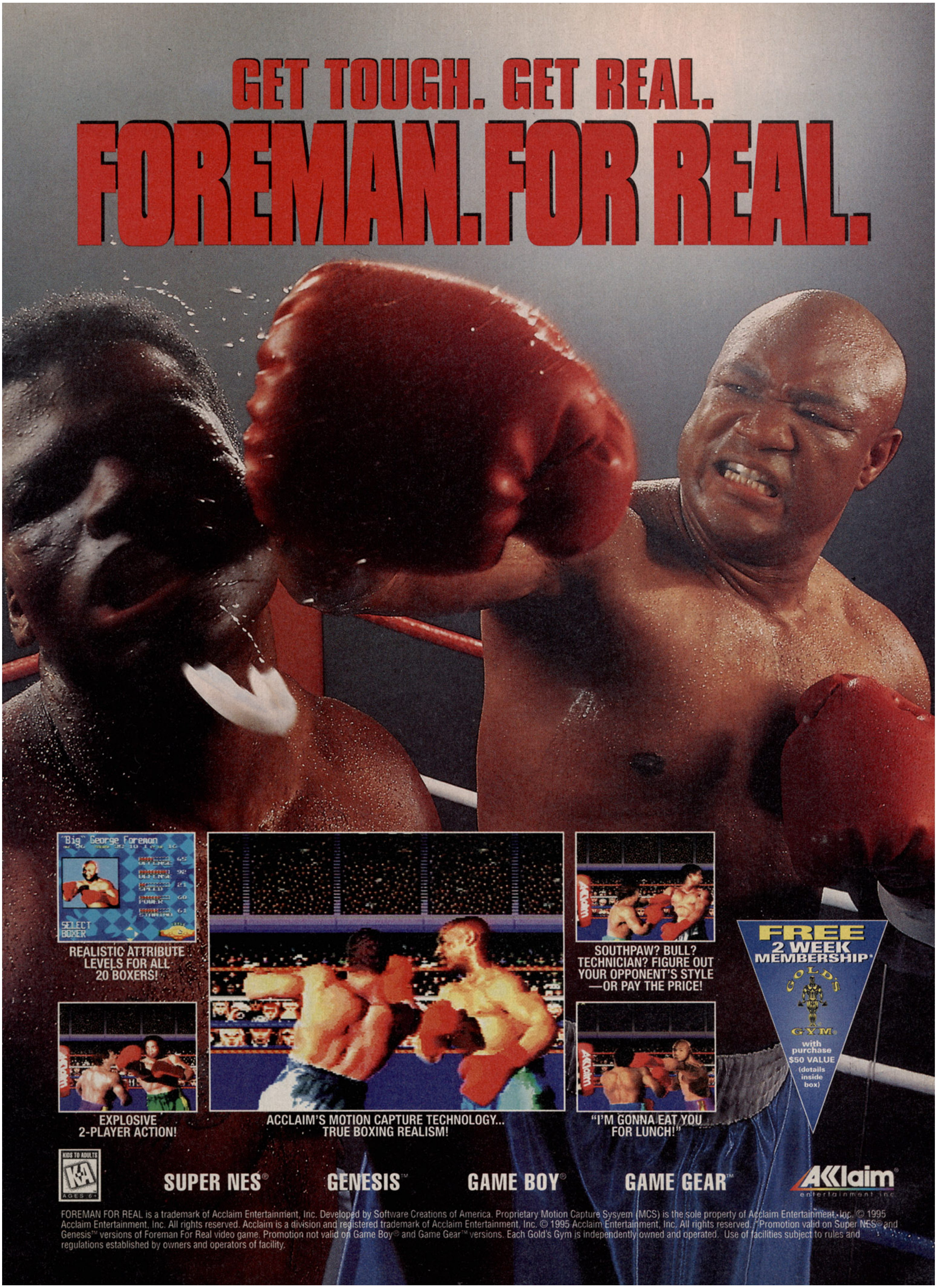
The sounds are also slightly above par. The crowd chants, the announcer shouts "Goal!", and you get a good smacking effect when your man kicks the opposing player in the shins.

The control is good, and the Genesis game seems to play a little faster than the SNES version. If you aren't looking for stats and standings on the real international teams, this game of "street " soccer might be right up your alley. G

Head-On Soccer by U.S. Gold

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	4.5	ADJ. Adjustable

Price not available
16 megs
Available now
Soccer
4 players (with multiplayer adapter)
¾-overhead view
Multiscrolling
Passwords
ESRB rating: Kids to Adults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Role-Player's Realm

The Monthly Guide to the World of Role-Playing Games · September '95

Chrono Trigger

SUPER NES

By Sir Scary Larry

Square Soft, the company that brought you Final Fantasy and Secret of Mana, has a new RPG. Chrono Trigger more than lives up to Square's legacy of fantastic role-playing adventures!

Time Traveler

In Chrono Trigger's complex story line, you play as Crono, an unsuspecting lad who happens upon a princess in peril. Crono travels back and forth through time from 65 million B.C. to 2300 A.D. in search of the evil Lavos, who has planted the seeds of destruction that will ultimately destroy humankind in the year 1999.

But you don't go into that dark night alone. During your adventures, you team up with a princess, an inventor, a knightly frog, a robot, and a cavewoman. With these adventurers accompanying you, the road ahead doesn't seem so long and hard.

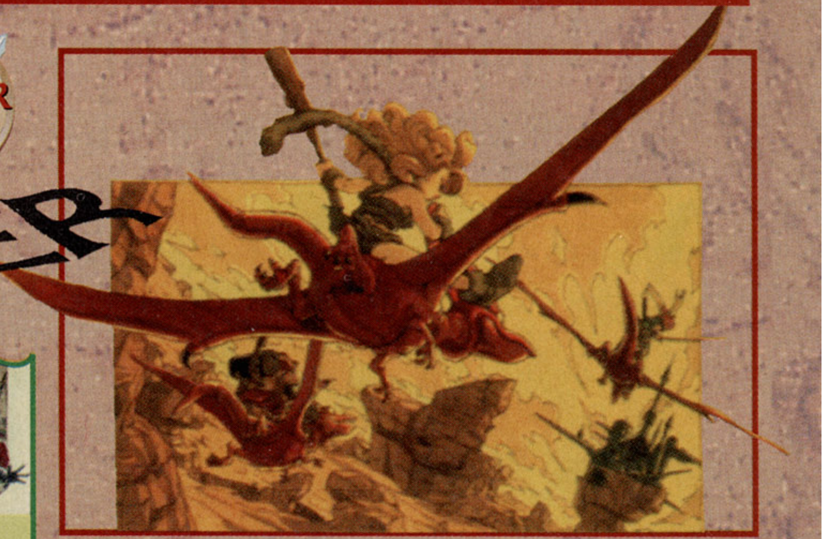
And maybe it's because the road isn't that long or hard. Although the game does contain all the elements of standard Square RPGs (extensive conversations, weapon collecting, treasure hunting, problem solving, and tons of humor), the gameplay is geared more toward the charge-your-sword-before-you-attack style of Secret of Mana than the straight spell/combat system of FF III.

Besides the standard sword-swinging, there are Tech attacks and magic. Even more interestingly, Combo Tech techniques let you and other members of your party combine for double- and even triple-whammy attacks on your enemies.

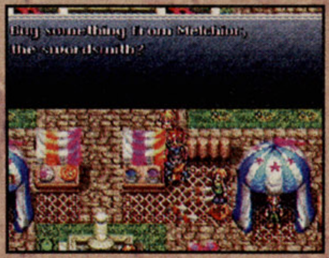
Knight and Day

As for variety, there's plenty in Chrono Trigger, including ten endings. At one point, you even race on futuristic motorcycles. (And you select the race perspective!)

In an improvement over other RPGs, you can play the entire game a second or third time with your previously built-up character, which



CHRONO
BEAUTY


Buy something from Melchior,
the swordsmith?

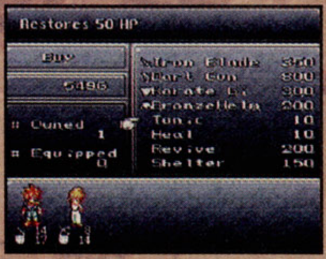
PROTIP: Visit Melchior the swordsmith and buy a better sword before you head out.

Chrono Trigger by Square Soft

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	INT. Intermediate

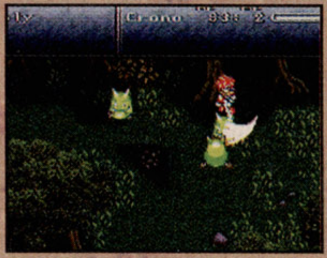
$79.99
32 megs
Available September
RPG

1 player
Overhead view
Battery backup
ESRB rating: Kids to Adults

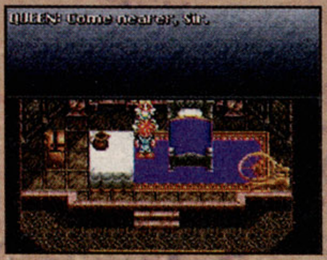

Restores 50 HP

Buy	Iron Blade 350
5496	Sport Gun 800
	Karate G. 300
	Bronze Helm 200
# Owned 1	Tonic 10
	Heal 10
# Equipped 0	Revive 200
	Shelter 150

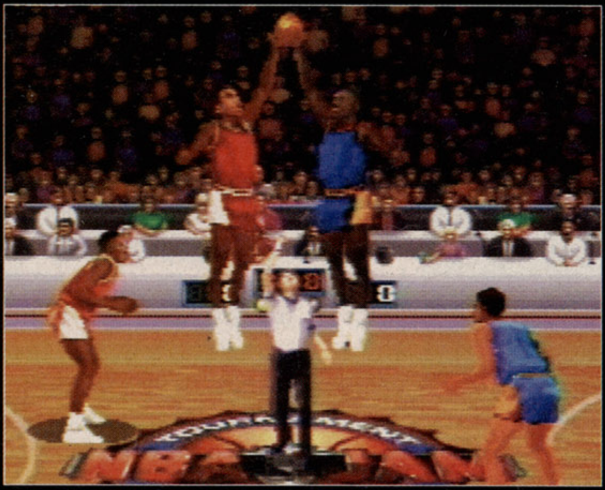
PROTIP: One of the most important items to buy is the Shelter. This allows you to fully regain your MP and HP when you find a resting spot. Also, stock up on Heal and Tonic.



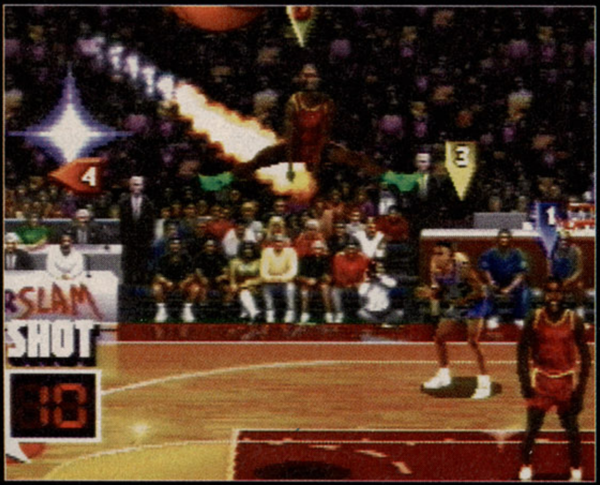
PROTIP: When using Tech attacks like the Cyclone, target the middle enemy in a group. This assures that you'll take out more than one enemy.


QUEEN: Come nearer, Sir.

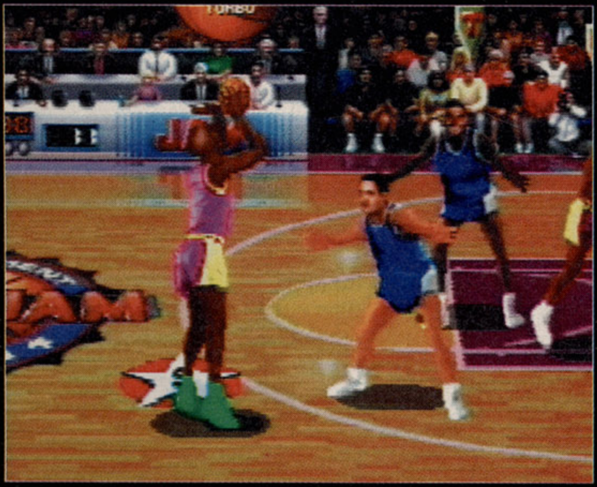
PROTIP: Check the old Guardia castle carefully, especially the rooms of the chancellor and queen. You should find a Bronze Mail suit and Ether, which restore your MPs.



ARCADE GRAPHICS AND BIGGER PLAYERS!



INCREDIBLE MONSTER JAMS!



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makes the repeat trip much faster. And the great humor in this game runs from the obvious to the sublime – including references to other Square games like FF III.

But is the game too easy? It may seem so to fans of FF III who weren't overwhelmed by that game's battle system. Combat doesn't occur randomly in Chrono Trigger. You see your enemies approaching and can easily side-step them. But enemies do reappear after your initial battle, so when you enter a room and fight the foes guarding the door, you may have to fight them again on the way out.

Similarly, Trigger's control is relegated to a simple menu system. Although other games certainly have better menu systems and weapon-equipment options, Trigger's is easy to learn. One caveat: Be careful when you buy weapons. There's no way to tell if a weapon is more powerful than the one equipped until you actually buy it and equip it.

The good news is that none of these minor complaints in any way lessen the fun of Chrono Trigger. Most players would choose an easier RPG of this caliber over a hundred more complicated, but less developed, fantasy role-playing adventures.

Looks Could Kill

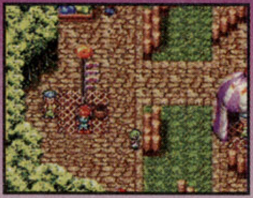
Chrono Trigger's graphics are a dramatic improvement over those in previous RPGs, including FF III. Expect to see innovative enemies, hypnotic special effects (especially while you time travel), impressive Tech spells, and gorgeous, lush backgrounds. When you escape from the Guardia prison, take time to stop and admire the detailed skyline – that is, if you can keep far enough ahead of the cadre of troops on your butt!

From the cries of sea birds during the opening sequence to the moody, captivating theme music, the sounds are equally spectacular. The effects are packed with incredible detail, including the contented meow of cats. And nothing is more satisfying than hearing a prison gate open or the hearty clash of metal on shields.

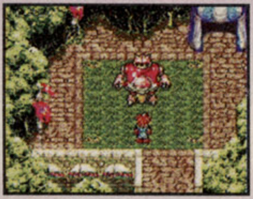
Trigger Happy

Chrono Trigger is another satisfying and superlative game from Square. If you've finished FF III and are itching for some fantasy field work, pick this one up. Thankfully, the fantasy isn't final yet. **G**

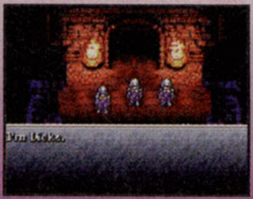
GAMES PEOPLE PLAY



Need some Silver Stars? Try ringing the bell in the Town Square...

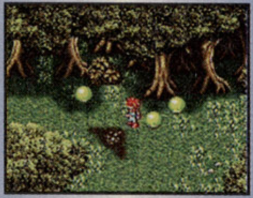


...Or fight this punchy robot for 15 stars!

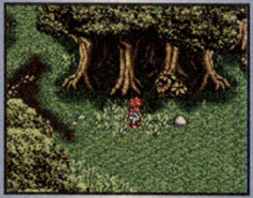


You'll need at least ten stars to enter the Tent of Horrors and play the peanut-in-the-cup game with Vicks and Wedge from FF III.

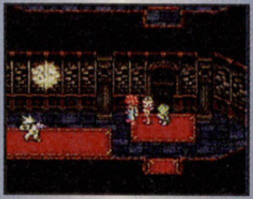
LOOKING FOR TROUBLE



PROTIP: There are a few places to look for a fight. Shake bushes...

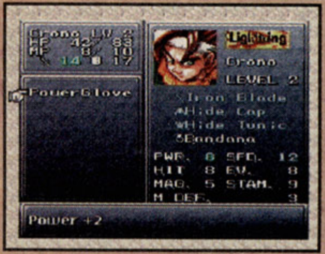


PROTIP: ...and look around suspicious-looking rocks...



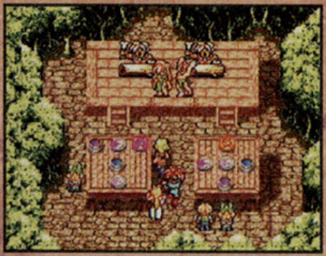
PROTIP: ...and always search in dark corners if you want to raise your experience levels!

CHRONO TRIGGER

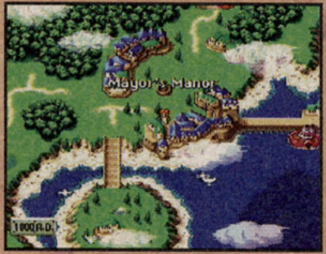


Crono LV 2
HP 42/ 83
MP 8/ 10
PowerGlove
Crono
LEVEL 2
Iron Blade
Hide Cap
Hide Tunic
Bandana
PWR. 8 SPD. 12
HIT 8 EV. 8
MAG. 5 STAM. 9
M DEF. 9
Power +2

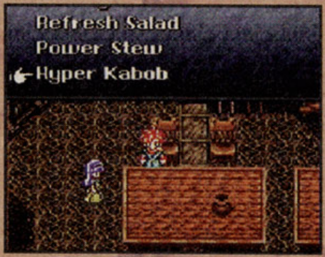
PROTIP: Always equip items as soon as you find them.



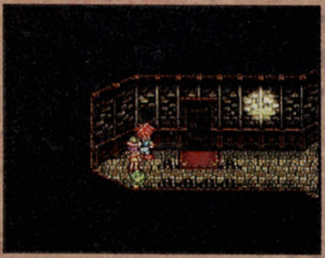
PROTIP: Thoroughly search the fairgrounds in Leene Square. There are tons of games and some hidden clues. This prehistoric dance hall may lead to Ayla, the cavewoman.



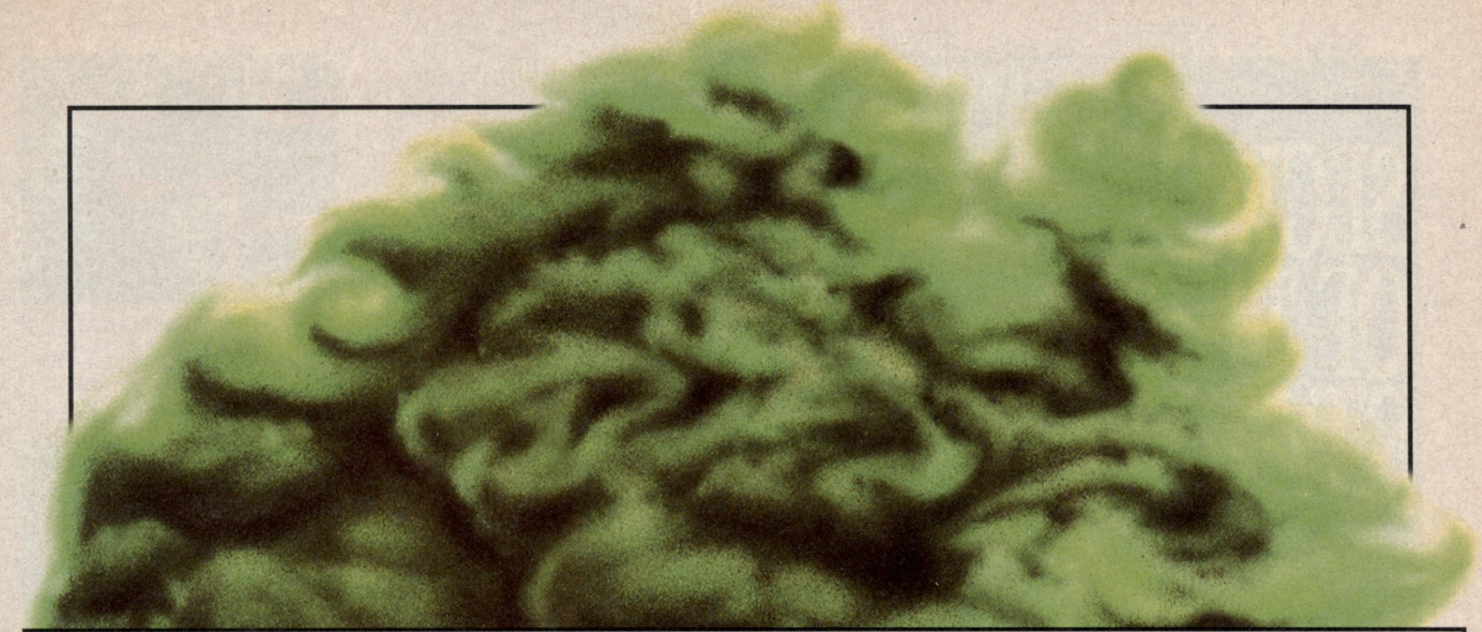
PROTIP: Stop first at the Mayor's house. Collect about 300 gold pieces here (along with the 200 your mom gave you) and head out to the fair.



PROTIP: When you get to the Guardia castle in 600 A.D., go straight to the kitchen and have a Hyper Kabob. It restores all your HP and MP.



PROTIP: Glowing skulls in the walls are usually switches. Activate them, then stand back and watch what happens!



Comes With More Rude Smells Than The Ol' Pull My Finger Joke.

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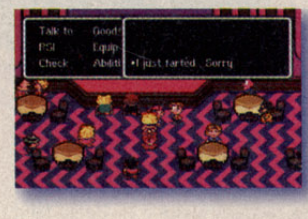
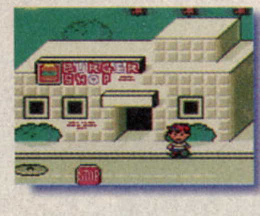
It's the first Role-Playing Game that stinks.



•I just farted. Sorry.

The monsters aren't the only ones who can reek. Maybe one of your friends boiled off some bad air.



Sell out your allowance for a burger or slice of pepperoni pizza when you need a boost of energy.

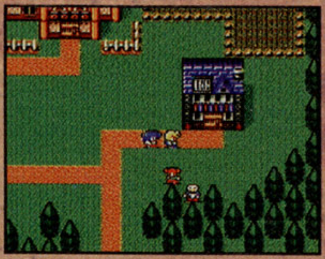
Nintendo®

SECRET OF THE STARS

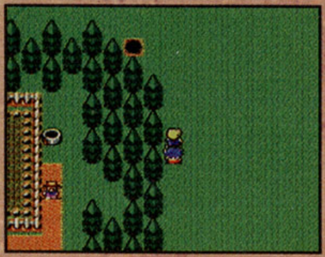
PROTIP: The Star Temples max out HP and MP.

PROTIP: Don't let the loincloth fool you. It's stronger than chainmail.

PROTIP: To beat the Ringo Brothers, concentrate your attack on Bingo. Use Magic. When he's defeated, attack Leach.



PROTIP: It may get crowded, but your party can restore hit points by hopping into a bed. Inns restore all HP and MP for gold.



PROTIP: You must find Morgan in Giant. He likes to dig, so check out this hole in the northeast corner of town.

By Fried Eye

The secret of Secret of the Stars is that it's harder than it appears. Its kiddie characters and an easy-to-use RPG design will appeal to young beginners, but the epic-length adventure and multitude of monsters will challenge wily RPG vets.

The Secret's Out

You play that famous boy hero Ray, who must vanquish an evil dude named Homncruise (no relation to Tom). Secret isn't as complex as Final Fantasy, but you're in it for the long haul if you want to see the conclusion.

Magic Point by Point

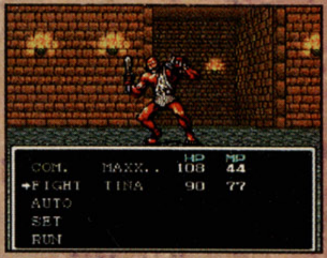
Secret's gameplay is pretty much McRPG...that is, you can get it fast, and it's relatively easy to digest. Standard RPG stuff includes moving two parties across a terrain map, interrogating characters, and hunting monsters for experience points, magic points, and gold.

Standard compact, cartoony RPG characters lead this adventure.

Of course, monster mashing is the primary way to amass various points, discover spells, and build an adventurer's inventory. Secret's seriously overrun with monsters, sort of an *X Files* with a sense of humor. At first, there are a lot of goofy goons with names like Cat Boo and Badbad the Vampire, but later the creatures get tough.

The solid, turn-based combat system helps you hold your own, though you have to wade through four inventory screens to find creature-crunching gear. A helpful Auto feature saves your fingers by carrying out an attack for you.

You wield weapons, but magician's skills are Stars' forte. The spells include 21 that you can power up to three levels at any time and 11 Unity magic spells created by combining the various spells of party members.



PROTIP: To beat Golan the Giant, you need the Graviton. Professor Dynamite in Decatas can make one, but find Morgan first.

Seeing Stars

The simple graphics get the job done. The character sprites are typically sugary and squashed. However, the combat screens depict the wide variety of monsters in impressive detail with picturesque backgrounds.

Soundwise, this ain't MTV. The typically flutesy cutesy music continually threatens to drive you batty, and the effects are nearly nonexistent.

Stars shines as a solidly crafted and fun RPG for all skill levels. Secret's out, pass the word. **G**

Secret of the Stars by Tecmo

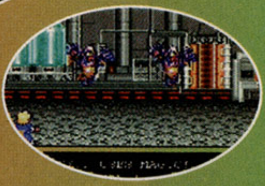
Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	4.0	INT. Intermediate

$64.95	¾-overhead view
8 megs	Multiscrolling
Available now	Save feature
Fantasy RPG	ESRB rating: Kids to Adults
1 player	

Star Creatures

Grizzlies!

Dragons!



Ghosts!

MAXX.. IS DEFENDING.

PROTIP: When fighting multiple enemies, concentrate your party's firepower on the bad guys one at a time.

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STAR TREK
DEEP SPACE NINE
CROSSROADS OF TIME
SUPER NINTENDO

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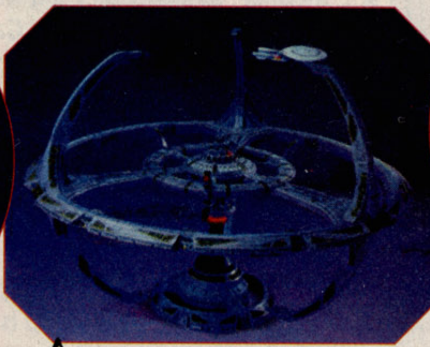

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ASTEROIDS and MISSLE COMMAND

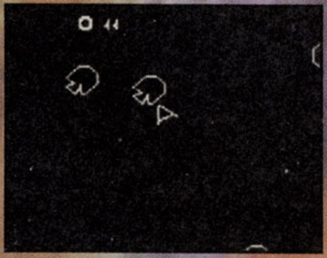
By Captain Squideo

Want to travel in time machines? These fun Super Game Boy games warp you back to the simple days of the late '70s.

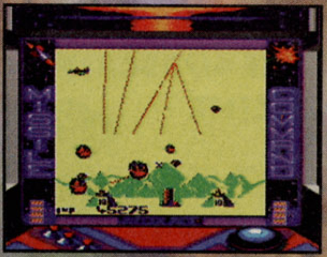
Kick Some Asteroids

This cart offers two primitive shooters, Asteroids and Missile Command. The games have the same premise: Nail incoming targets. Asteroids can be played either with Atari's original wire-frame graphics, or with an updated look that gives texture to your ship and the drifting asteroids. Missile Command is what you old-timers played in 1981.

The uncomplicated controls are so straightforward you won't need a manual. Asteroids has its familiar thrust/hyper/fire abilities, while Missile Command enables you to fire from either corner. Everything's very efficient, but the limited firepower will seem slow and archaic compared to the multiple weapons found in today's best handheld games.



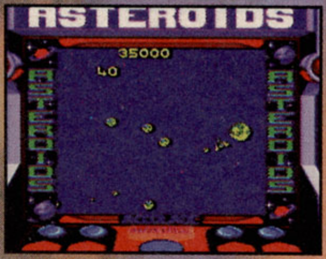
PROTIP: Don't blow up big asteroids that are right in front of you because you may not be able to dodge their debris.



PROTIP: When incoming missiles start arriving faster, keep your cursor low so you can take out several at a time.

Arcade True

Like the gameplay, the sounds and graphics are throwbacks. If you're feeling nostalgic, you'll smile at the pings and zaps from the old arcade games.



PROTIP: Stay away from the edges because offscreen asteroids will easily run into you.

The graphics receive special borders for the Super Game Boy, but nothing else has improved with age. Asteroids' shots are still the size of atoms, and Missile Command cities have few details.

Most players won't care about the minimalist style of these two classic games. They'll only care about the pure fun and the great value. Two time machines for $30? Now that's entertainment. G

Asteroids and Missile Command By Nintendo

Graphics	Sound	Control	FunFactor	Challenge
2.5	3.5	3.0	4.0	ADJ. Adjustable

$29.95
2 megs
Available now
Shooters
Side view
Downward scrolling
2 players
ESRB rating: Kids to Adults

Centipede/Millipede

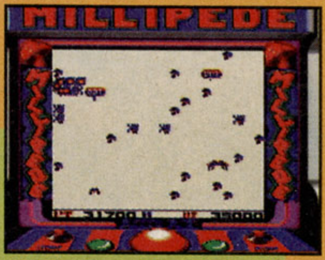
By Greasy Gus

Yeeeessss! Return to the past for some good old-fashioned bug-blasting with this two-in-one Super Game Boy cart featuring Centipede and Millipede.

Segmented Shooters

From the arcade that time forgot, these two classic shooters have been replicated accurately on the Super Game Boy. Centipede precedes Millipede and is the more basic of the two, while the sequel adds more crawling critters and extras like DDT bombs.

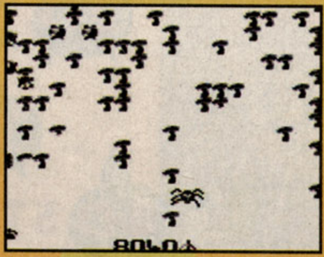
Amid a field of mushrooms, you must maneuver your spaceship and blast many rapidly descending bugs. Bragging rights go to those who survive the most levels of endless attacks.



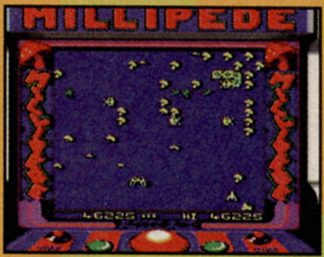
PROTIP: Shoot the DDT as the Millipede nears it, and you have a good chance of destroying most of him.

Graphically, these games fare well by Game Boy standards, though Centipede resembles the Atari 2600 version more than the arcade game. Super Game Boy colors don't add much except cool borders designed to look like the original arcade machines.

Like the graphics, the sound captures much of the flavor of the original games. Although some effects (like the blasting sound in Centipede) could have been cleaner, the majority of the sounds will wash over you in a wave of nostalgia.



PROTIP: To quickly destroy centipedes, rapidly shoot them as they appear at the edge.



PROTIP: Moving easily throughout the lower part of the screen is key to survival. Shoot any mushrooms that appear within your range of motion.

Mushroom Doom

The game's very basic controls make navigating your ship and firing pretty easy to accomplish. The overall gameplay, however, feels slower than the original versions.

While they're not much to look at compared to newer titles, fans of these classics will appreciate being able to play both games with the same cart. These are still two of the finest mindless games on memory lane. G

Centipede/Millipede by Nintendo

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.0	4.5	ADJ. Adjustable

$29.95
2 megs
Available August
Shooter
2 players (alternating)
ESRB rating: Kids to Adults

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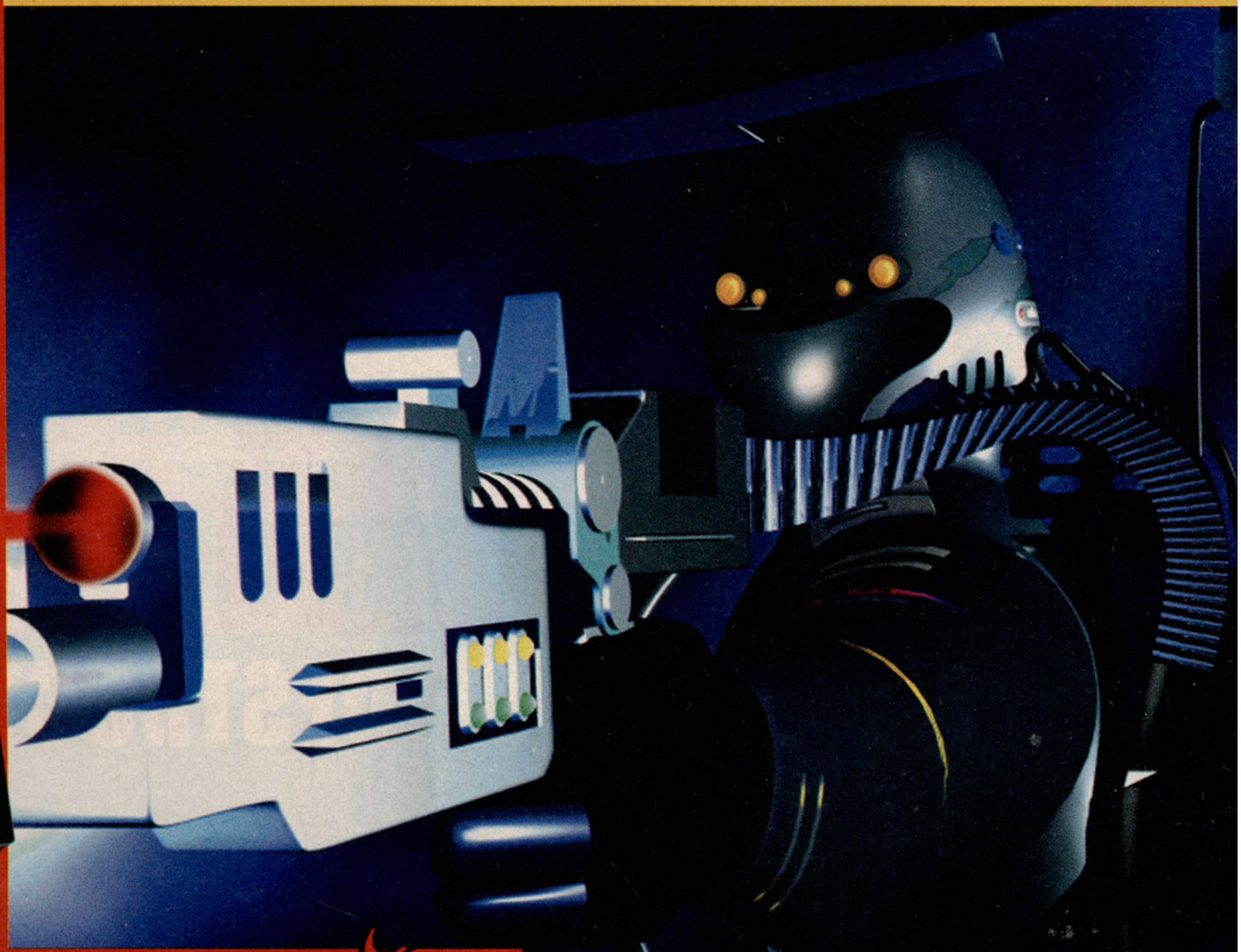
BLADE FORCE
3DO



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Genesis and Super NES

ready to Rage?

Read on for special moves, finishing moves, wild combos you can sink your teeth into, and techniques for properly digesting humans.

By Bruised Lee

Welcome to the new Urth. The gods are awake – and angry. The blood-bursting, bone-crushing arcade hit Primal Rage is ready for the SNES and Genesis with all seven ferocious fighters and all of their special moves, finishing moves, and combos. This strategy guide breaks down each character in the game and covers some fighting basics and devastating combos.

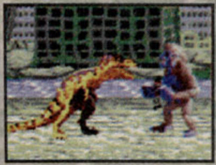
The Controls

Each character's special moves, finishing moves, and combos are performed identically on both the SNES and Genesis versions. Refer to the controller legend for the version you have.

Basic and Power Moves

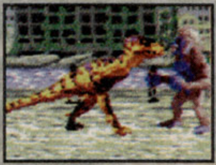
In general, each character has four basic moves (High Quick, High Fierce, Low Quick, and Low Fierce) and two power moves that are performed when the two high moves or the two low moves are pressed simultaneously. Power moves are effective when a character is in close, crouching, or jumping.

High Quick



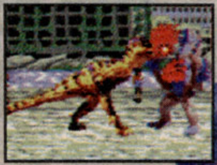
Tap HQ

High Fierce



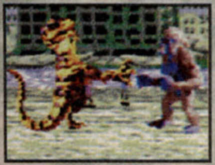
Tap HF

High Power



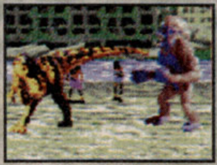
Tap (HQ HF)

Low Quick



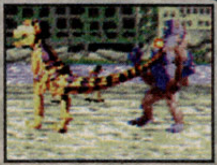
Tap LQ

Low Fierce



Tap LF

Low Power

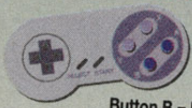


Tap (LQ LF)

Genesis Controller Legend

Button A = Low Quick (LQ)
Button B = Low Fierce (LF)
Button X = High Quick (HQ)
Button Y = High Fierce (HF)

Super NES Controller Legend



Button B = Low Quick (LQ)
Button A = Low Fierce (LF)
Button Y = High Quick (HQ)
Button X = High Fierce (HF)

↑ = Up
↗ = Up-Toward
→ = Toward
↘ = Down-Toward
↓ = Down
↙ = Down-Away
← = Away
↖ = Up-Away

Motion = Move the joystick in one smooth, continuous motion.
Tap = Tap the directions and buttons indicated in sequence.
Charge = Hold the direction or button indicated for the time indicated.
( ) = Execute commands in parentheses simultaneously.

Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

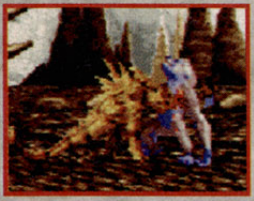
PROTIP: For all the cheats, combos, tips, and techniques you need to dominate the new Urth, get The Primal Rage Official Player's Guide by calling 415/361-0310.

Stand Up Strategy

These basic tactics help each fighter to their feet with a vengeance after they're knocked down by a move or a combo. Perform each move as the dino is getting up.

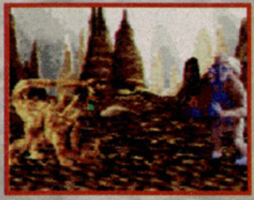
Armadon

In Close



Hold (HQ HF LQ) and tap →, ← to Gut Gouge the opponent.

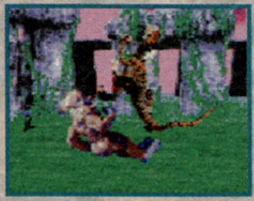
Far Away



Hold (HF LF) and tap ←, ↑ to shoot Flying Spikes.

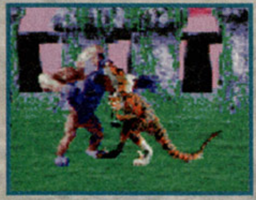
Blizzard

In Close



Tap (↓ LQ LF) to Power Sweep the enemy.

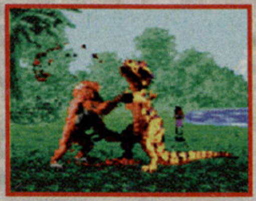
In Close



Hold (HQ LF) and motion → ↘ ↓ ↙ ← ↖ ↑ to launch the Punching Bag.

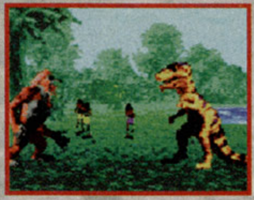
Chaos

In Close



Hold (HF LF) and tap →, ← to go into a Grab-N-Throw.

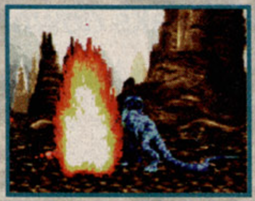
Far Away



Hold (HQ LF) and tap ↑, → to perform a Fast Power Puke.

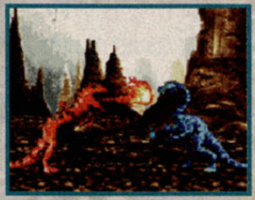
Diablo

In Close



Hold (HF LQ LF) and tap ↑ to go into an Inferno Flash.

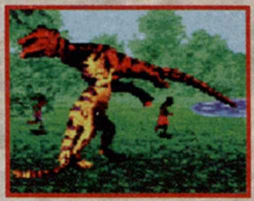
Far Away



Hold (HQ LQ) and tap ↓, → to launch Fireballs from a distance at the enemy.

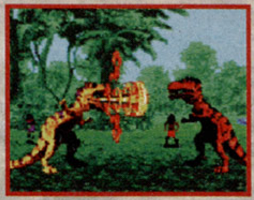
Sauron

In Close



Hold (HF LF) and tap →, ← to do a Neck Throw.

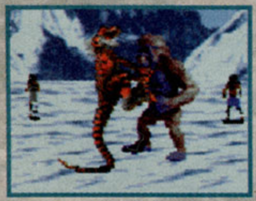
Far Away



Hold (HQ LQ) and tap ←, → to do a Stun Roar.

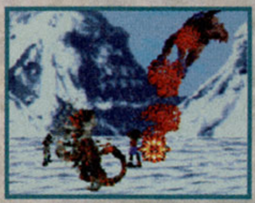
Talon

In Close



Hold (HF LF) and tap ↓, → to go directly into the Face Ripper.

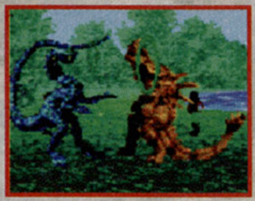
Far Away



Hold (HQ LF) and tap ↓, → to execute the Frantic Fury.

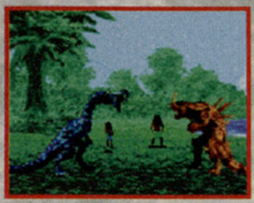
Vertigo

In Close



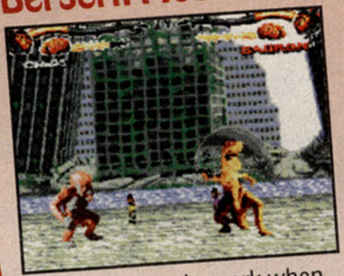
Hold (HF LQ) and tap ←, ← to perform the Voodoo Spell.

Far Away



Hold (HQ LQ) and tap →, → to let loose with the Fast Venom Spit.

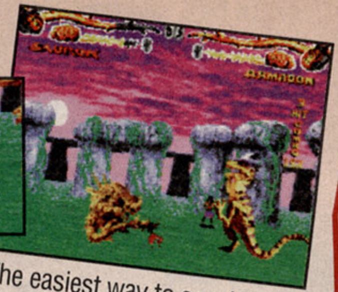
Berserk Mode



Your dino goes berserk when it's battered by a damaging combo or a series of moves. In Berserk mode, your dino does more damage than normal.

It's Human Time!

During a fight your dino doesn't have time to stop and smell the roses – but it does have time to eat a human. Eating humans humiliates your opponent and recharges your life.

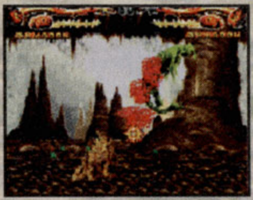


The easiest way to snack is by performing a combo on your opponent, which brings the humans to the foreground.

Armadon

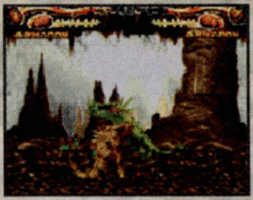
Special Moves

Bed-O-Nails



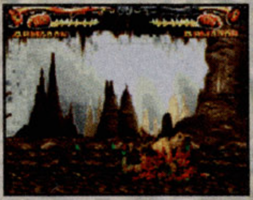
Hold (HF LQ), tap ↓, ↑

Gut Gouger



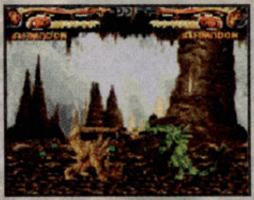
When in close, hold (HQ HF LQ), tap →, ←

Iron Maiden



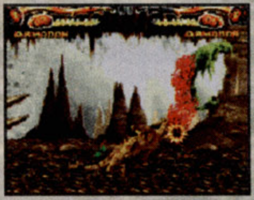
Hold (HF LQ), tap ←, ↑, →

Flying Spikes



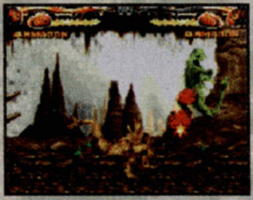
Hold (HF LF), tap ←, ↑

Hornication Uppercut



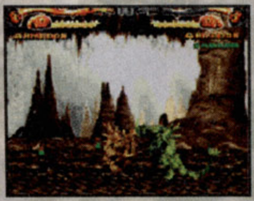
Hold (HQ HF LQ), motion ↓ ↘ → ↗

Mega Charge



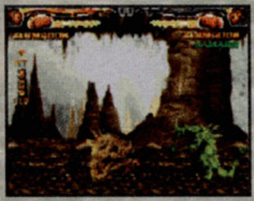
Hold (HQ LQ), tap ←, ↓, →

Spinning Death



Hold (HQ LF), tap ←, →, ↓

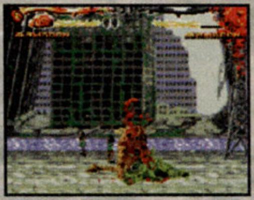
Eat Humans



Hold (HQ HF LQ LF), tap ↑, →, ↓

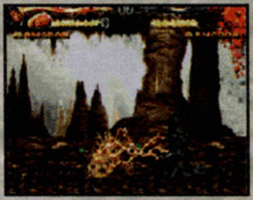
Finishing Moves

Gut Fling



Hold (HQ HF LQ), tap ↓, ↓, ↓, ↓, ↑

Meditation



Hold (HQ HF LQ LF), tap →, ↓, ←, →, →

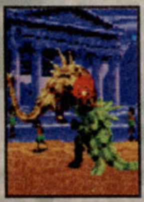
SNES only

Impaler

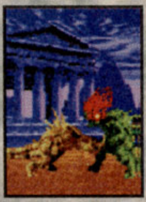
Hold (HQ HF LQ), tap ↓, ←, ↑, ↓

Raging Combos

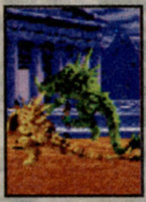
Jumping Low Combo



Jump in with HF

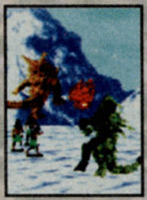


Tap (↓ HF)

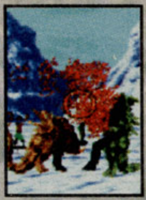


Tap (↓ LQ LF)

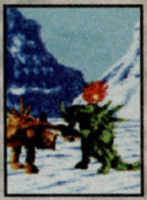
Jumping In-Close Combo



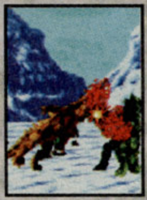
Jump in with LF



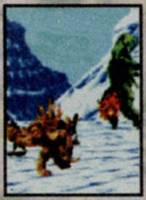
Jump again with (HQ HF)



Tap (↓ LF)

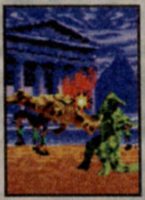


Tap (HQ HF)

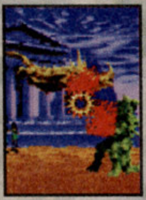


Hold (HQ LQ), tap ←, ↓, →

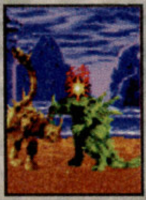
Bed-O-Nails Combo



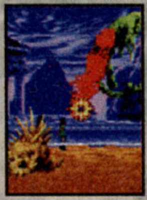
Jump in with HF



Jump again with HP

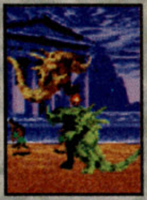


Tap (↓ LQ)

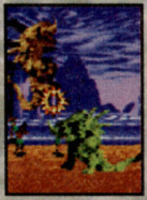


Hold (HF LQ), tap ↓, ↑

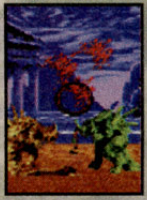
Spinning Death Combo



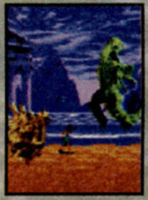
Jump in with LQ



Jump again with (LQ LF)



Tap (↓ LF)

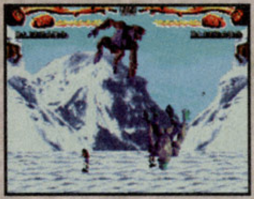


Hold (HQ LF), tap ←, →, ↓

Blizzard

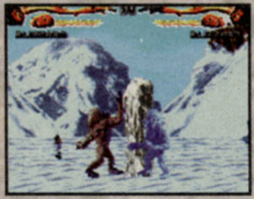
Special Moves

Air Throw



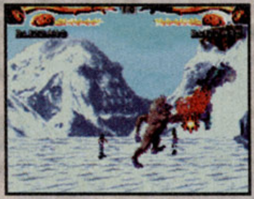
While in the air, hold (HF LQ)

Ice Geyser



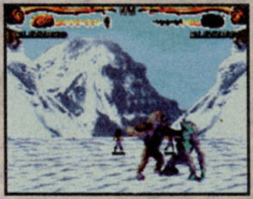
When in close, hold (HQ HF LF), tap ↓, ↑

Long Mega Punch



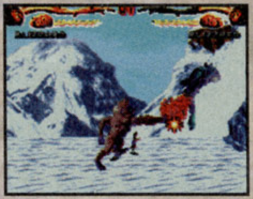
Hold (HF LF), tap ←, →

Punching Bag



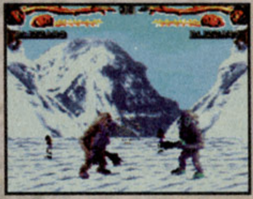
When in close, hold (HQ LF), motion → ↘ ↓ ↙ ← ↖ ↑

Short Mega Punch



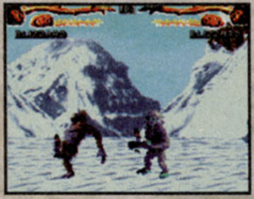
Hold (HQ LQ), tap ←, →

Freeze Breath



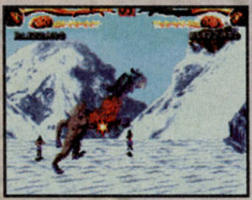
Hold (HQ HF LF), tap ←, →

Fake Mega Punch



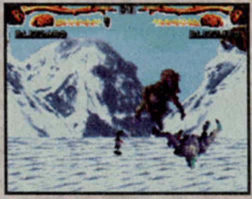
Hold (HQ LQ), tap ↓, ↑

Quick Mega Punch



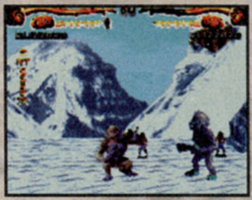
Hold (HQ HF LQ LF), tap ←, →

Throw



When in close, hold (HF LQ), motion → ↘ ↓ ↙ ← ↖ ↑

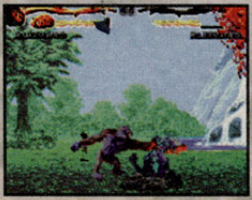
Eat Humans



Hold (HQ HF LQ LF), motion ← ↖ ↑ ↗ → ↘ ↓

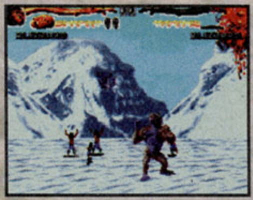
Finishing Moves

Brain Bash



Hold (HQ HF LF), tap ↓, ↓, ←, ↑, →

To-Da-Moon



Hold (HQ HF LQ LF), tap ↓, ↓, ↓, ↓, ↑

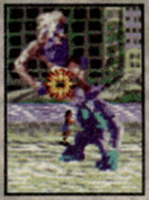
Redemption

SNES only

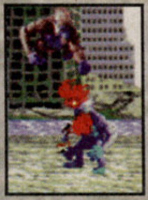
Hold (HQ HF LQ LF), tap ↓, →, ↑, ↓, ↑

Raging Combos

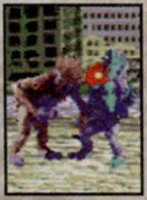
Fist of Fury Combo



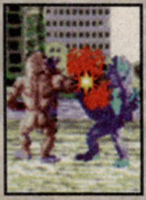
Jump in with LF



Jump again with (LQ LF)

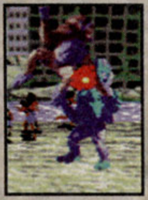


Move in close and tap HF

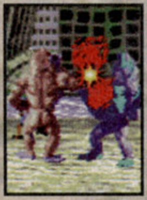


Tap (HQ HF)

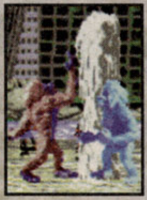
Big Bang Combo



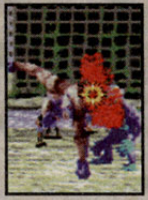
Jump in with (HQ HF)



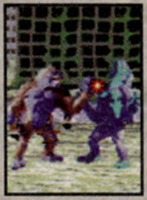
Move in close and tap (HQ HF)



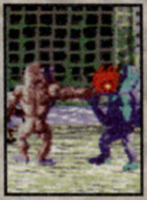
Hold (HQ HF LF), tap ↓, ↑



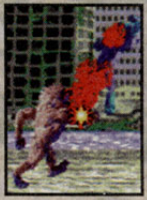
Jump in with (LQ LF)



Move in close and tap HQ

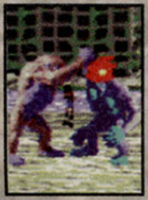


Tap (HQ HF)

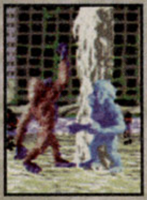


Hold (HQ HF LQ LF), tap ←, →

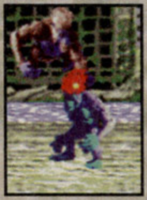
Freeze Combo



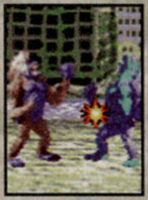
Move in close and tap (LQ LF)



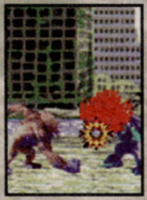
Hold (HQ HF LF), tap ↓, ↑



Jump in with (LQ LF)

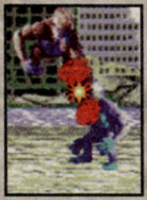


Move in close and tap LF

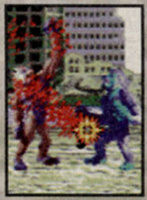


Tap (LQ LF)

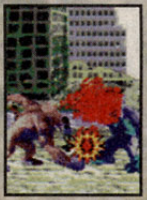
Down-Up Combo



Jump in with (LQ LF)



Move in close and tap LF

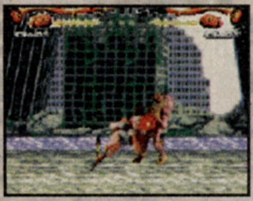


Tap (LQ LF)

Chaos

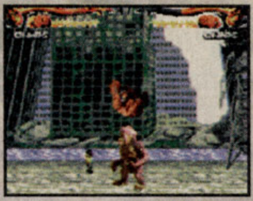
Special Moves

Battering Ram



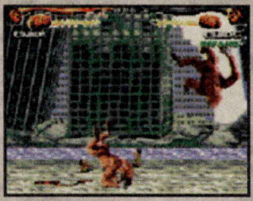
Hold (HQ LQ), tap →, →

Flying Butt Slam



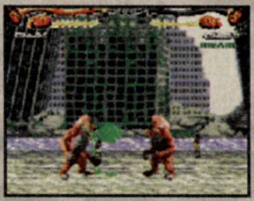
Hold (HF LF), tap ↓, →, ↑, ↘

Ground Shaker



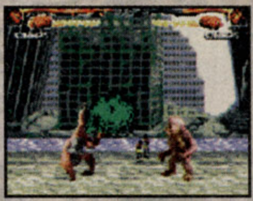
Hold (HF LQ), tap ←, ↖, ↙

Slow Power Puke



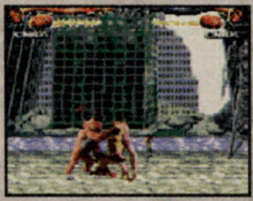
Hold (HF LQ), tap ↑, →

Fart of Fury



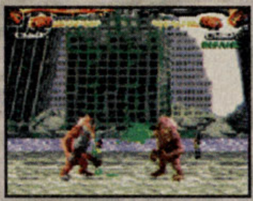
Hold (HF LQ), motion ↓ ↘ → ↗ ↑ ↖ ←

Grab-N-Throw



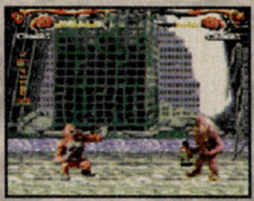
When in close, hold (HF LF), tap →, ←

Fast Power Puke



Hold (HQ LF), tap ↑, →

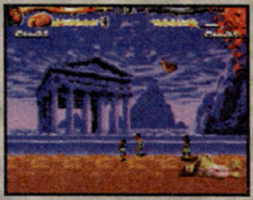
Eat Humans



Hold (HQ HF LQ LF), motion → ↘ ↓ ↙ ← ↖ ↑

Finishing Moves

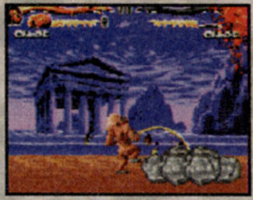
Cannonball



Hold (HQ HF LQ LF), tap ↓, →, ↑, ↘

Note: You can do this finishing move only on the Cove, Strip, and Ruins backgrounds.

Golden Shower



Hold (HQ LQ), tap ↓, continue holding HQ and LQ and hold HF and LF as well, tap ←, →, ←, →

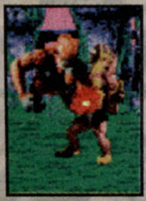
SNES only

Churl

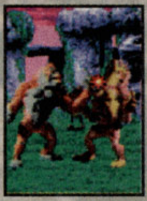
Hold (HQ HF LQ LF), tap →, →, →, ←, ←, ←

Raging Combos

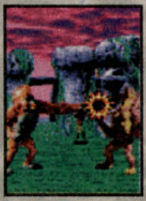
Battering Ram Combo



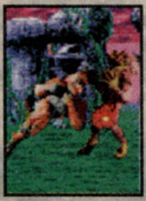
Jump in with (LQ LF)



Move in close and tap HQ

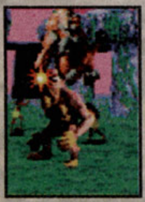


Tap HQ

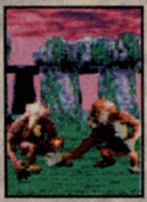


Hold (HQ LQ), tap →, →

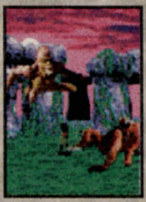
Crossover Combo



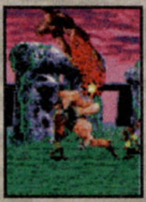
Cross over with LQ



Tap (↓ LQ)

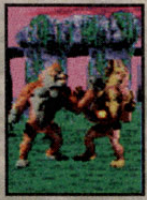


Tap (↓ LQ LF)

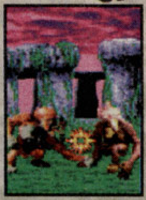


Hold (HQ LQ), tap ←, ←

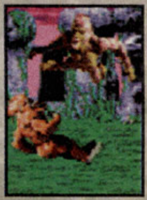
High-Low Combo



When in close, tap HQ

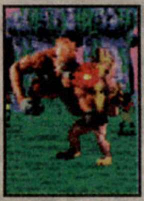


Tap (↓ LQ)

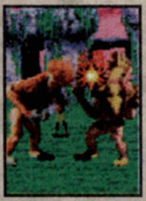


Tap (↓ LQ LF)

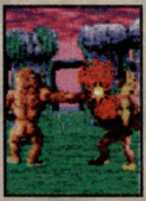
Cadelina Special Combo



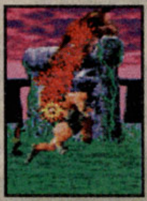
Jump in with (LQ LF)



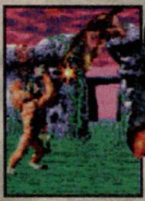
Move in close and tap HF



Tap (HQ HF)



Hold (HQ LQ), tap →, →



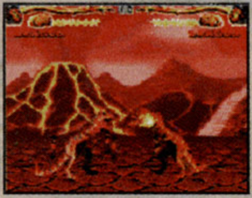
Tap (↓ HF)

PRIMAL RAGE

Diablo

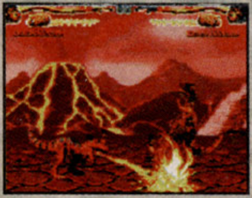
Special Moves

Fast Fireball



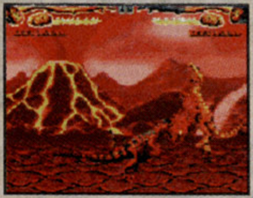
Hold (HQ LQ), tap ↓, →

Hot Foot



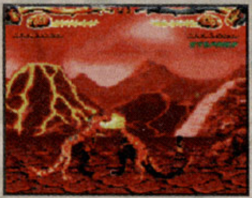
Hold (HF LF), tap ↖, ↘

Mega Lunge



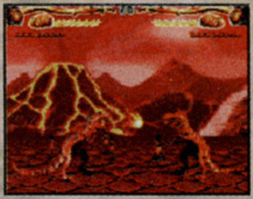
Hold (HQ LF), tap ↓, ↑

Torch



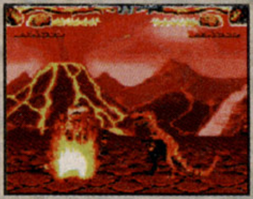
Hold (HQ LQ), tap ↑, →

Slow Fireball



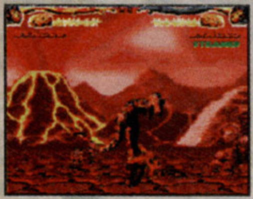
Hold (HF LF), tap ↓, →

Inferno Flash



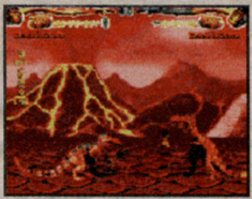
Hold (HF LQ LF), tap ↑

Pulverizer



Hold (HQ LF), tap ↑, →, ↓

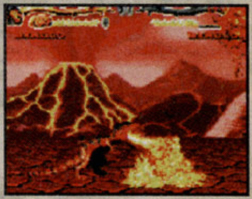
Eat Humans



Hold (HQ HF LQ LF), tap ↓, ↑, ↓

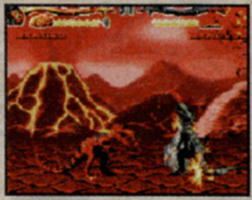
Finishing Moves

Incinerator



Hold (HQ HF LQ LF), tap ↖, ↓, ↘

Fireball



Hold (HF LQ LF), tap →, →, →, →, →

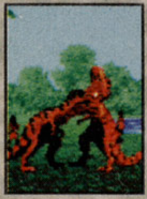
SNES only

Infernal

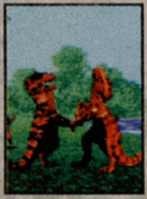
Hold (HQ LQ LF), tap ↑, ↓, ↑, ↓, ↓

Raging Combos

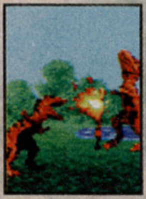
Fireball Combo



Move in close and tap HQ

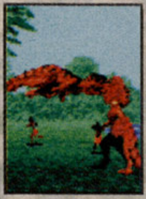


Tap LQ

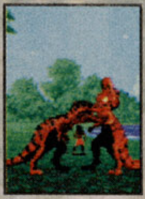


Hold (HQ LQ), tap ↓, →

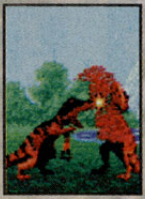
Hot Foot Combo



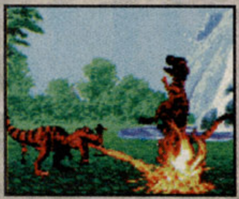
Jump in with (HQ HF)



Tap HQ

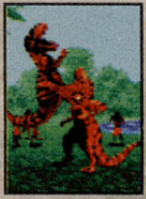


Tap (HQ HF)

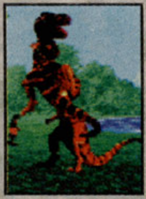


Hold (HF LF), tap ↖, ↘

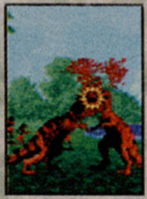
Touch-of-Death Combo



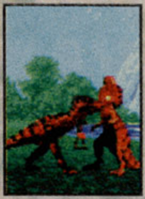
Jump in with LF



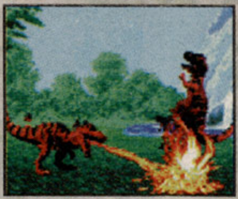
Jump again with (LQ LF)



Move in close and tap HF

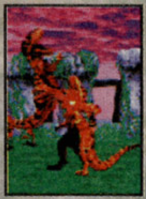


Tap (HQ HF)

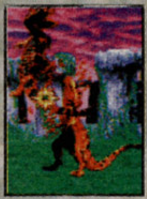


Hold (HF LF), tap ↖, ↘

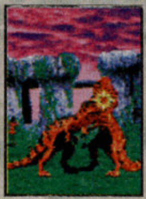
Mega-Lunge Combo



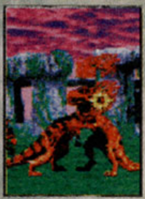
Jump in with LF



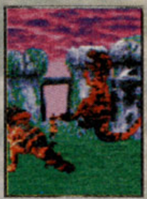
Jump again with (LQ LF)



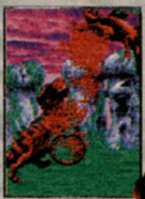
Move in close and tap HQ



Tap HF



Tap (↓ LQ LF)

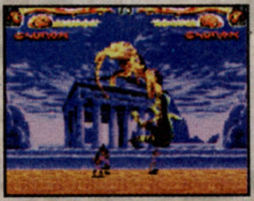


Hold (HQ LF), tap ↓, ↑

Sauron

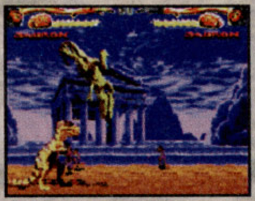
Special Moves

Air Throw



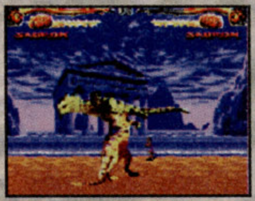
When in the air, hold (HF LF)

Earthquake Stomp



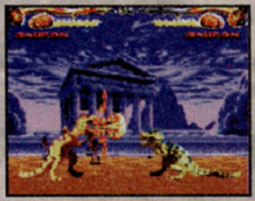
Hold (HQ HF LF), tap ↑, ↓

Neck Throw



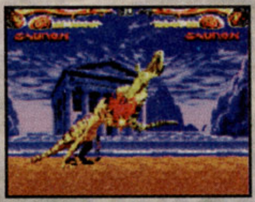
Hold (HF LF), tap →, ←

Stun Roar



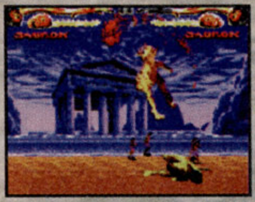
Hold (HQ LQ), tap ←, →

Cranium Crusher



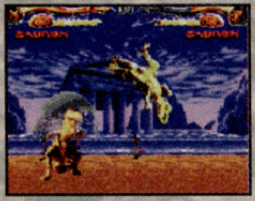
Hold (HQ LF), tap ↓, ↑

Leaping Bone Bash



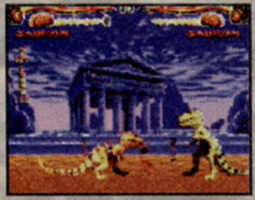
Hold (HF LQ), tap ↓, ↑, ↓

Primal Scream



Hold (HQ LQ), tap ↓, ↑

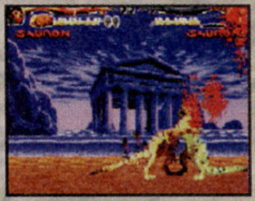
Eat Humans



Hold (HQ HF LQ LF), tap ↓, ↓, ↑

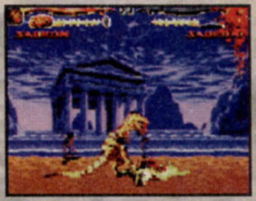
Finishing Moves

Carnage



Hold (HQ HF LQ LF), tap ←, →, ←, →, ←

Flesh Eating



Hold (HQ LQ), tap ↓, ↓, continue holding HQ and LQ and hold HF and LF as well, tap ↑, ↑

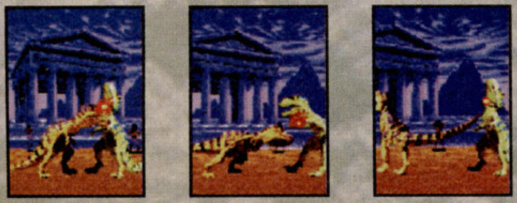
Grape Crusher

SNES only

Hold (HQ HF LQ LF), tap ↑, ↓, ↑, ↓, ↓

Raging Combos

Smack Attack Combo

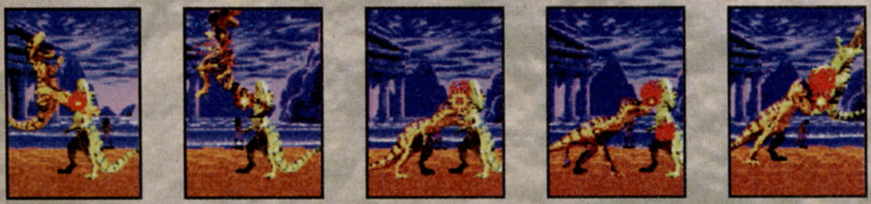


Move in close and tap HQ

Tap (↓ HQ)

Tap (LQ LF)

Honorable Combo



Jump in with LF

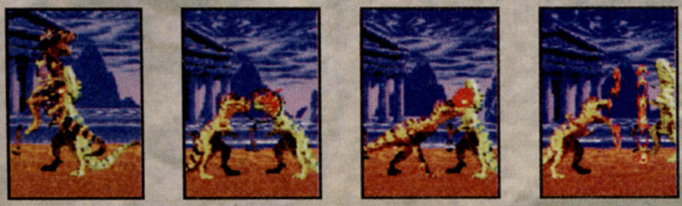
Jump again with (LQ LF)

Move in close and tap HQ

Tap HF

Tap (LQ LF)

Stun Roar Combo



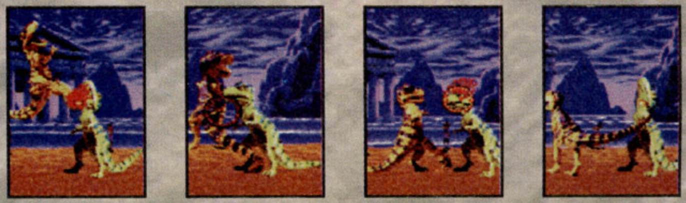
Jump in with (LQ LF)

Move in close and tap HQ

Tap (HQ HF)

Hold (HQ LQ), tap ←, →

Claw and Tail Combo



Jump in with LF

Jump again with (LQ LF)

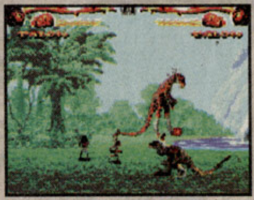
Move in close and tap LQ

Tap (LQ LF)

Talon

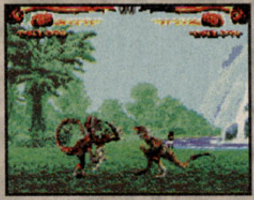
Special Moves

Brain Basher



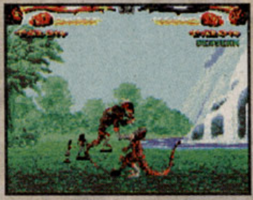
Hold (HF LQ), tap ←, ↑, →

Frantic Fury



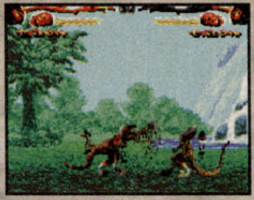
Hold (HQ LF), tap ↓, →

Pounce and Flip



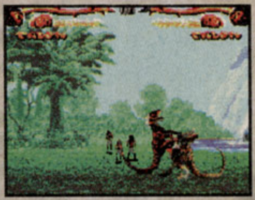
Hold (HF LQ), tap →, ↘

Slasher



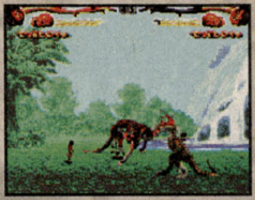
Hold (HQ HF LQ), tap ↓, →

Face Ripper



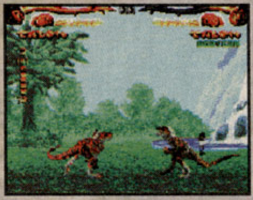
When in close, hold (HF LF), tap ↓, →

Jugular Bite



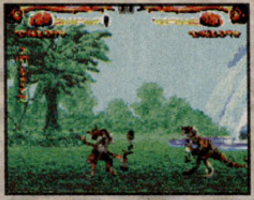
During a combo, hold (HF LF), tap ←, →

Run Forward or Backward



Hold (HQ LQ ←) to run backward; hold (HQ LQ →) to run forward

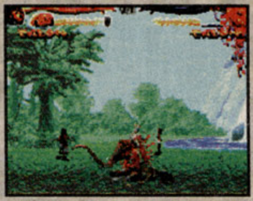
Eat Humans



Hold (HQ HF LQ LF), tap →, ↓, ←

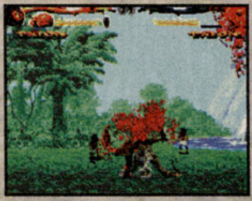
Finishing Moves

Heart Wrenching



Hold (HQ LQ LF), tap →, ↓, ←, ↑, ↓

Shredding



Hold (HQ LF), tap →, ↓, ←, ↑, →

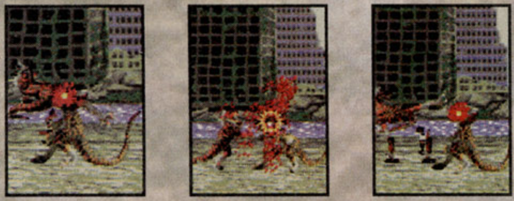
SNES only

Stampede

Hold (HQ HF LQ LF), tap →, ←, ↑, ↓

Raging Combos

Slasher Combo

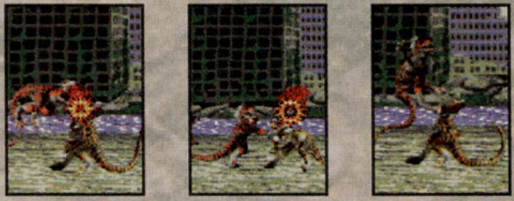


Jump in with (LQ LF)

Move in close and tap LQ

Tap (LQ LF)

Pounce and Flip Combo

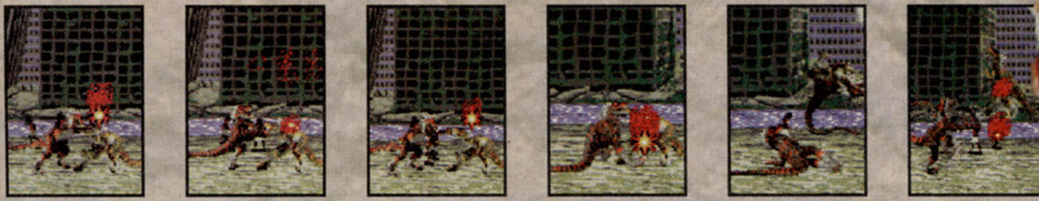


Move in close and tap HQ

Tap LQ

Hold (HF LQ), tap →, ↓, ↘

Frantic Slasher Combo



Move in close and tap HF

Tap LQ

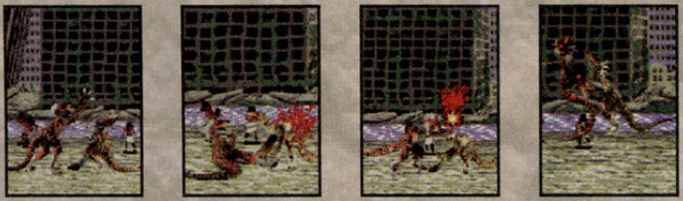
Tap HQ

Tap (↓ LF)

Tap (↓ LQ LF)

Hold (HQ LF), tap ↓, →

Super Pounce and Flip Combo



Move in close and tap LQ

Tap HQ

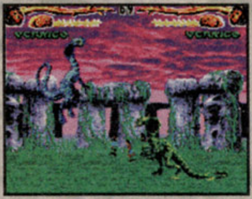
Tap HF

Hold (HF LQ), tap →, ↓, ↘

Vertigo

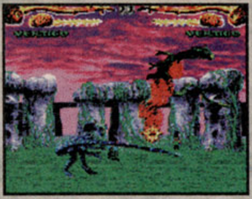
Special Moves

Air Teleport



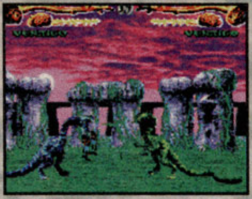
Hold (HF LF), tap ↓, ↑

Scorpion Sting



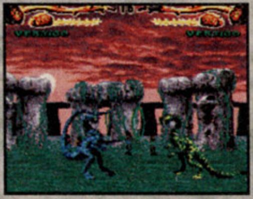
Hold (HF LQ), tap →, →

Fast Venom Spit



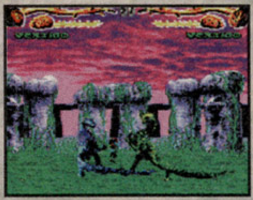
Hold (HQ LQ), tap →, →

Voodoo Spell



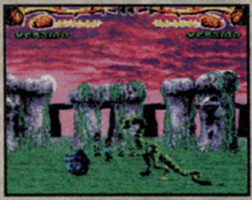
Hold (HF LQ), tap ←, ←

Come Slither



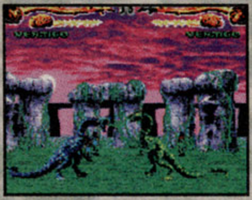
Hold (HQ LQ), tap ←, ←

Teleport



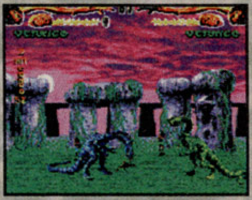
Hold (HF LF), tap ↓, ↓

Slow Venom Spit



Hold (HF LF), tap →, →

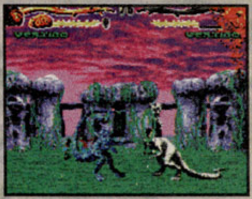
Eat Humans



Hold (HQ HF LQ LF), tap ↓, →, ↑

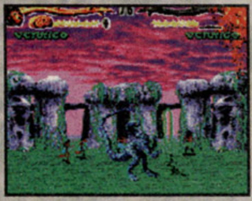
Finishing Moves

Petrify



Hold (HF LF), tap ←, ←, ←, continue holding HF and LF and hold HQ and LQ as well, tap →, →

Shrink and Eat



Hold (HF LF), tap ←, ←, ←, continue holding HF and LF and hold HQ and LQ as well, tap ↓, ↑

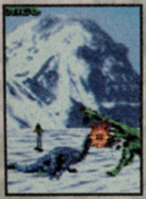
La Vache Qui Rit

SNES only

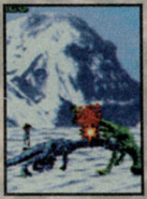
Hold (HQ HF LQ LF), tap ←, ←, ←, ↓, →

Raging Combos

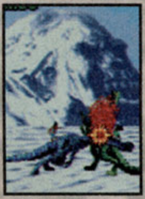
Big Bite Combo



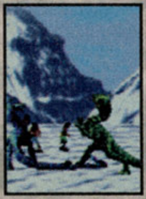
Move in close and tap (↓ HQ)



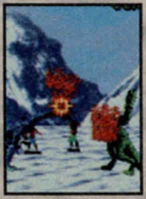
Tap (↓ HF)



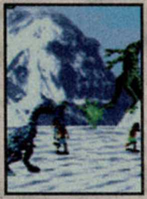
Tap (↓ HQ HF)



Hold (HQ LQ), tap ←, ←

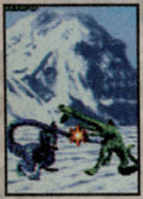


Tap (HQ HF)

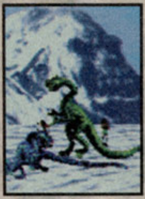


Hold (HQ LQ), tap →, →

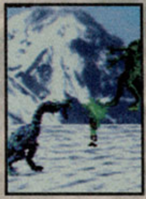
Venom Spit Combo



Tap (↓ LF)

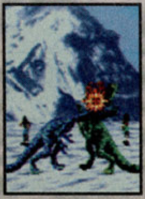


Tap (↓ LQ LF)

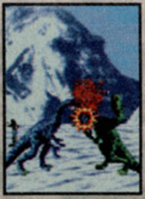


Hold (HQ LQ), tap →, →

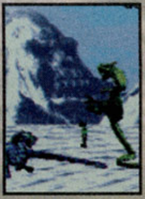
Scorpion Combo



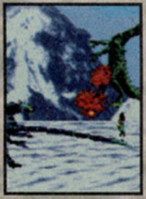
Move in close and tap HQ



Tap HF

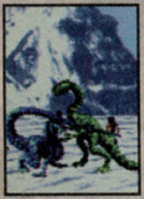


Tap (↓ LQ LF)

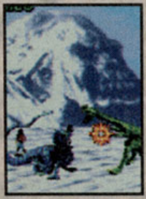


Hold (HF LQ), tap →, →

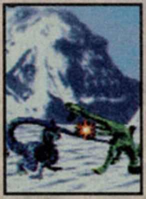
Crouch Hit Combo



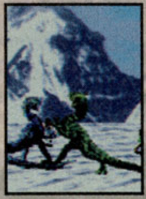
Move in close and tap (↓ LQ)



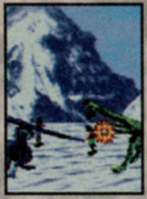
Tap (↓ LQ)



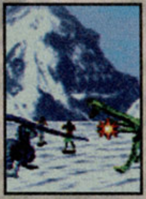
Tap (↓ LF)



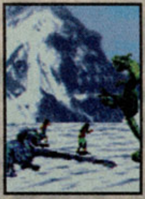
Hold (HQ LQ), tap ←, ←



Tap (↓ LQ)

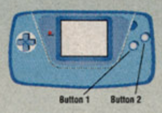


Tap (↓ LF)



Tap (↓ LQ LF)

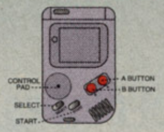
Game Gear



Button 1 = Upper Attack (Quick)

Button 2 = Lower Attack (Fierce)

Game Boy



Button A = Lower Attack (Fierce)

Button B = Upper Attack (Quick)

↑ = Up
↗ = Up-Toward
→ = Toward
↘ = Down-Toward
↓ = Down
↙ = Down-Away

Motion = Move the joystick in one smooth, continuous motion.
Tap = Tap the directions and buttons indicated in sequence.
Charge = Hold the direction or button indicated for the time indicated.
() = Execute commands in parentheses simultaneously.

Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Game Gear Move List

Armadon

Special Moves

Gut Gouger
When in close, hold (1 2), tap ↓, ↑

Bed-O-Nails
Hold (1 2), tap ↓, ↑

Iron Maiden
Hold (1 2), tap ↑, →

Flying Spikes
Hold (1 2), tap ←, ↑

Finishing Move

Meditation
Hold (1 2), tap →, ↓, ←, →, →

Blizzard

Special Moves

Freeze Breath
Hold (1 2), tap ←, →

Air Throw
When in the air, hold (1 2)

Mega Punch
Hold (1 2), tap ↓, →

Throw
Hold (1 2), tap →, ↓, ←, ↑

Finishing Move

To-Da-Moon
Hold (1 2), tap ↓, ↓, ↓, ↓

Chaos

Special Moves

Ground Shaker
Hold (1 2), tap ←, ↑, ←, ↓

Grab-N-Throw
Hold (1 2), tap →, ←

Battering Ram
Hold (1 2), tap →, →

Power Puke
Hold (1 2), tap ↑, →

Finishing Move

Golden Shower
Hold (1 2), tap ↓, ←, →, ↓, →

Diablo

Special Moves

Pulverizer
Hold (1 2), tap ↓, ↑

Inferno Flash
Hold (1 2), tap ↑, ↓

Torch
Hold (1 2), tap ↑, →

Fireball
Hold (1 2), tap ↓, →

Finishing Move

Fireball
Hold (1 2), tap ↑, ←, ↓, ↓

Sauron

Special Moves

Cranium Crusher
Hold (1 2), tap ↓, ↑

Earthquake Stomp
Hold (1 2), tap ↑, ↓

Air Throw
While in the air, hold (1 2)

Stun Roar
Hold (1 2), tap ←, →

Finishing Move

Flesh Eating
Hold (1 2), tap ↑, ↑, ↑, ↑

Talon

Special Moves

Face Ripper
Hold (1 2), tap ↑, ↓

Brain Basher
Hold (1 2), tap ↑, →

Run Forward or Backward
Hold (1 2 ←) to run backward; hold (1 2 →) to run forward

Frantic Fury
Hold (1 2), tap ↓, →

Slasher
Hold (1 2), tap ↓, ↑, →

Finishing Move

Shredding
Hold (1 2), tap →, ↓, ←, ↑

Game Boy Move List

Armadon

Special Moves

Gut Gouger
When in close, hold (B A), tap ↓, ↑

Bed-O-Nails
Hold (B A), tap ↓, ↑

Iron Maiden
Hold (B A), tap ↑, →

Flying Spikes
Hold (B A), tap ←, ↑

Finishing Move

Meditation
Hold (B A), tap →, ↓, ←, →, →

Blizzard

Special Moves

Freeze Breath
Hold (B A), tap ←, →

Air Throw
When in the air, hold (B A)

Mega Punch
Hold (B A), tap ↓, →

Throw
Hold (B A), tap →, ↓, ←, ↑

Finishing Move

To-Da-Moon
Hold (B A), tap ↓, ↓, ↓, ↓

Chaos

Special Moves

Ground Shaker
Hold (B A), tap ←, ↑, ←, ↓

Grab-N-Throw
Hold (B A), tap →, ←

Battering Ram
Hold (B A), tap →, →

Power Puke
Hold (B A), tap ↑, →

Finishing Move

Upchuck
Hold (B A), tap ↓, ←, →, ↓, →

Diablo

Special Moves

Pulverizer
Hold (B A), tap ↓, ↑

Inferno Flash
Hold (B A), tap ↑, ↓

Torch
Hold (B A), tap ↑, →

Fireball
Hold (B A), tap ↓, →

Finishing Move

Fireball
Hold (B A), tap ↑, ←, ↓, ↓

Sauron

Special Moves

Cranium Crusher
Hold (B A), tap ↓, ↑

Earthquake Stomp
Hold (B A), tap ↑, ↓

Air Throw
While in the air, hold (B A)

Stun Roar
Hold (B A), tap ←, →

Finishing Move

Flesh Eating
Hold (B A), tap ↑, ↑, ↑, ↑

Talon

Special Moves

Face Ripper
Hold (B A), tap ↑, ↓

Brain Basher
Hold (B A), tap ↑, →

Run Forward or Backward
Hold (B A ←) to run backward; hold (B A →) to run forward

Frantic Fury
Hold (B A), tap ↓, →

Slasher
Hold (B A), tap ↓, ↑, →

Finishing Move

Shredding
Hold (B A), tap →, ↓, ←, ↑

Sofia Says spend your money to reserve

a Sony® PlayStation™.

Sofia Says give the money to your local video game store and do it now.

Sofia Says get on your knees and bark like a dog.

Now give Sofia a kiss.

SONY
PlayStation
RESET
POWER
OPEN
1
2
SONY
PlayStation
SELECT
START

aH- ah,

She didn't say **Sofia Says**. Now she has to hurt you.

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THE TELEVISION IS YOUR MOVIE THEATER.

THE NEO·GEO CD IS YOUR ARCADE.

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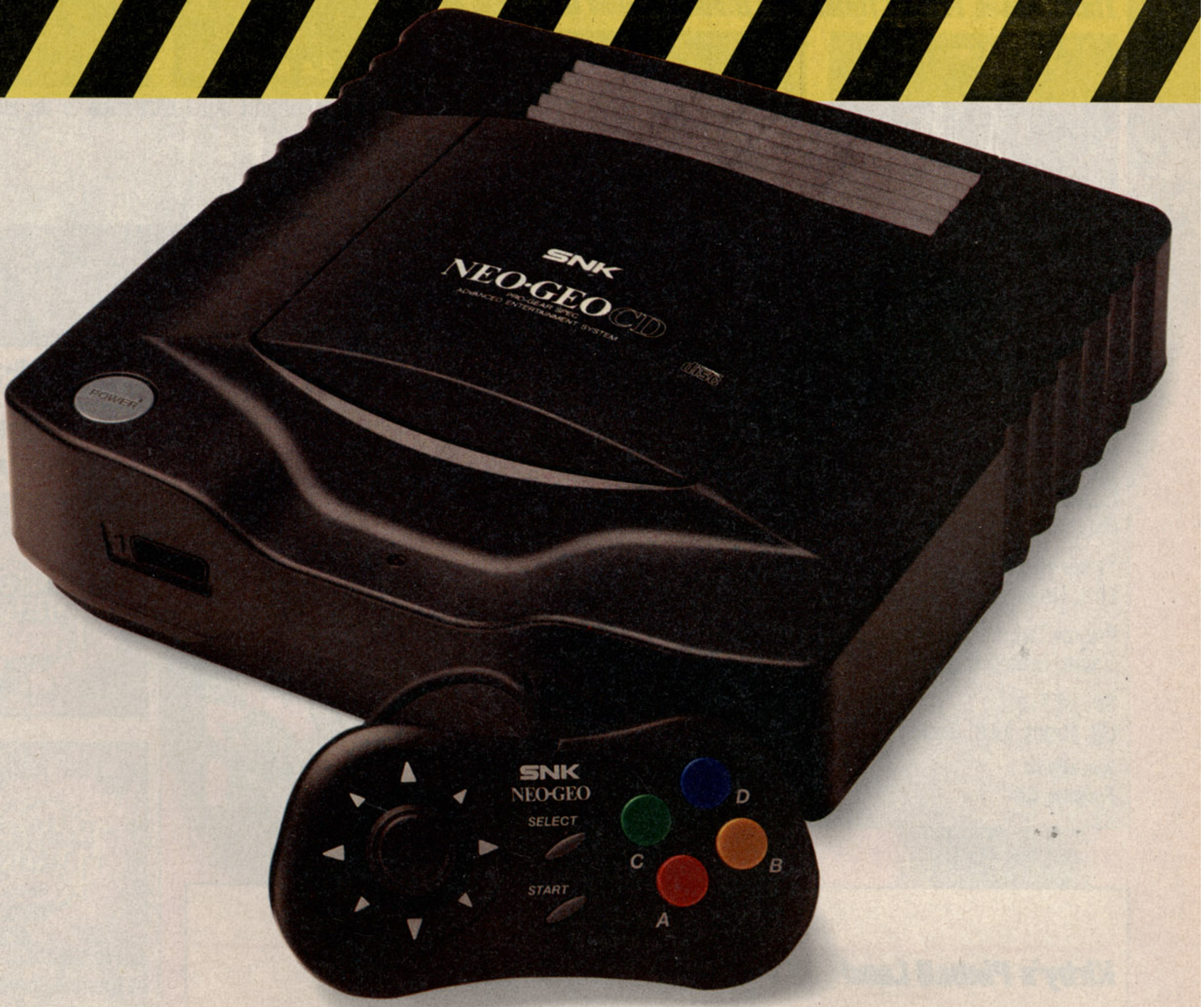
SNK
NEO·GEO CD
PRO-GEAR SPEC
ADVANCED ENTERTAINMENT SYSTEM
POWER
SNK
NEO·GEO
SELECT
START
A
B
C
D

NEO·GEO®CD

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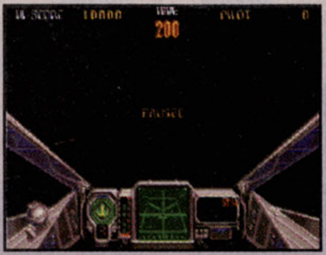
S.W.A.T.PRO

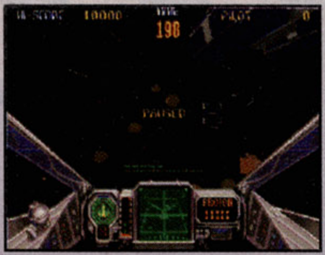
Video Game Strategies, Weapons, and Tactics

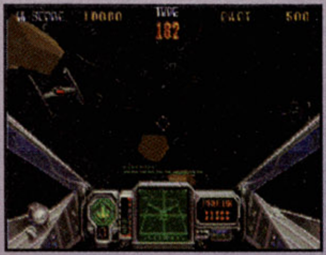
32X

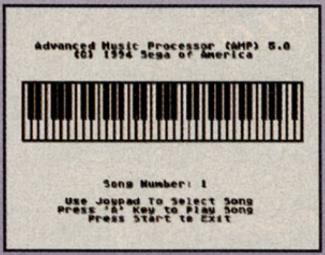
Star Wars Arcade

Timer Reset, Freeze Timer, and Hidden Sound Test


HI SCORE 10000
TIME 200
PILOT 0
PAUSE


HI SCORE 10000
TIME 190
PILOT 0
PAUSED


HI SCORE 10000
TIME 182
PILOT 500



Advanced Music Processor (AMP) 5.0
(C) 1994 Sega of America

Song Number: 1

Use Joypad To Select Song
Press 'A' Key to Play Song
Press Start to Exit

Pause a game and enter the following button presses:

Timer Reset
Left, Down, Button A, Button C, Down, Up

Freeze Timer
Down, Button B, Button B, Up, Right, Left

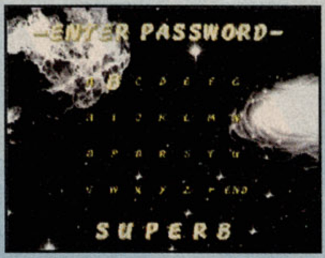
Sound Test
Up, Right, Left, Button A, Down, Button C

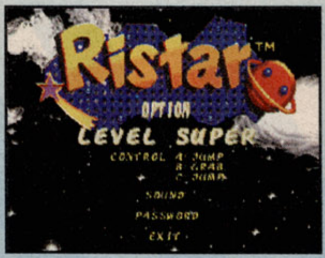
Joe Wood
Folsom, CA

Genesis

Ristar

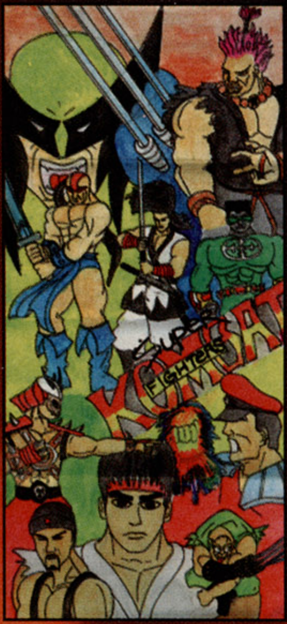
Hidden Super Difficulty Level


-ENTER PASSWORD-
SUPERB


Ristar
OPTION
LEVEL SUPER
CONTROL A: JUMP
B: GRAB
C: JUMP
SOUND
PASSWORD
EXIT

At the Password option, enter `SUPERB` to access a harder difficulty setting.

Christian Llantos
Patterson, NJ

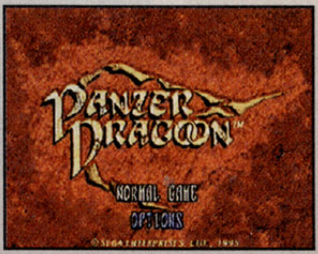


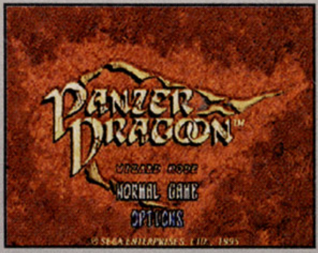
Rjk-Ajia-Aria
Piddig, Philippines

Saturn

Panzer Dragoon

Hidden Wizard Mode Difficulty


PANZER DRAGOON
NORMAL GAME
OPTIONS
© SEGA ENTERPRISES, LTD. 1995


PANZER DRAGOON
WIZARD MODE
NORMAL GAME
OPTIONS
© SEGA ENTERPRISES, LTD. 1995

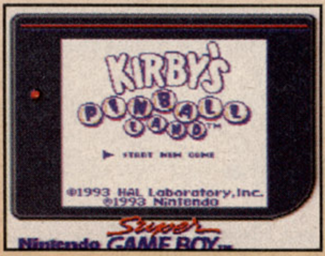
At the title screen, highlight Normal mode and **tap Button L, Button R, Button L, Button R, Up, Down, Up, Down, Left, and Right**. The words "Wizard Mode" should appear below the title. Now you have an even harder difficulty setting to play.

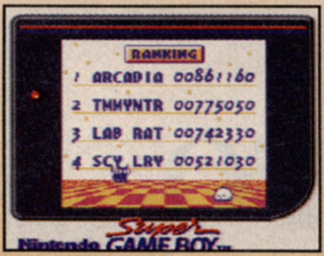
Christian Magat
Surrey, Canada

Game Boy

Kirby's Pinball Land

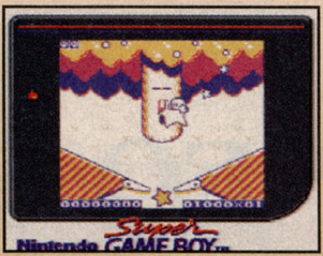
Go Directly to the Level Bosses


KIRBY'S PINBALL LAND
START NEW GAME
©1993 HAL Laboratory, Inc.
©1993 Nintendo
Super Nintendo GAME BOY



RANKING
1 ARCADIA 00861160
2 THHYNTR 00775050
3 LAB RAT 00742330
4 SCY LRY 00521030

Super Nintendo GAME BOY


Super Nintendo GAME BOY

At the title screen, **hold Right on the control pad and simultaneously press Buttons A, B, and Select** to go to a Ranking screen where a little black cat crosses. Now you can go to any boss you want.

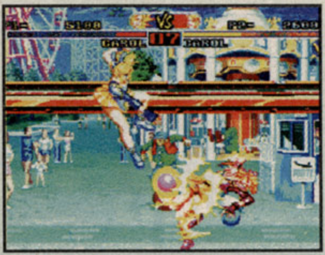
Brad Garland
Decatur, AL

Neo•Geo

Savage Reign

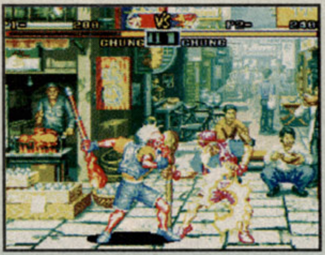
"Dances of Death" Moves

Carol's Bouncing Ball Of Destruction


CAROL
CAROL

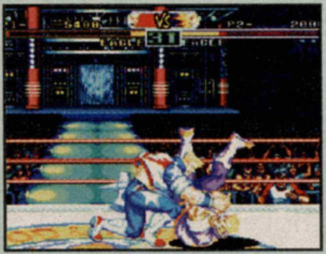
Tap →, ←, ↓, ↑, A

Chung's Spaz Attack


CHUNG
CHUNG

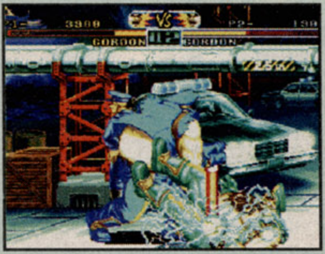
Tap ↓, ↓, ↓, ↓, ↑, A

Eagle's Multislam


EAGLE
EAGLE

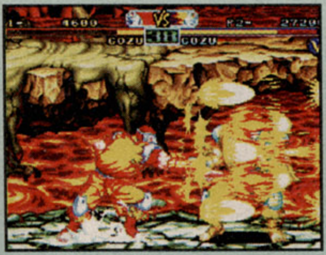
When in close, motion → ↘ ↓ ↙ ← → C

Gordon's Shocking Slam


GORDON
GORDON

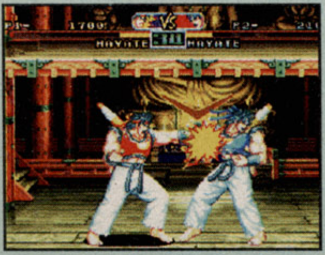
When in close, motion → ↘ ↓ ↙ ← → C

Gozu's Super Furnace Blast



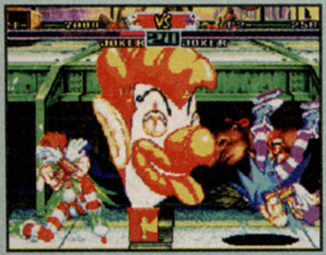
Charge ↙, tap →, A rapidly

Hayate's Fury Attack


HAYATE
HAYATE

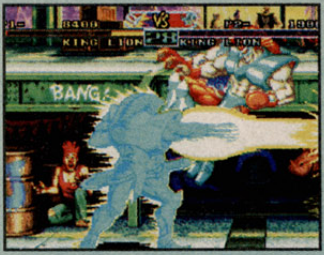
Motion ↓ ↙ ← ↙ ↓ ↘ → A

Joker's Super Jack-in-the-Box


JOKER
JOKER

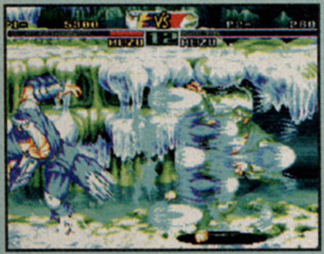
Motion ↓ ↙ ↓ ↘ → ↗ A

King Lion's Thunder Blast


KING LION
KING LION
BANG

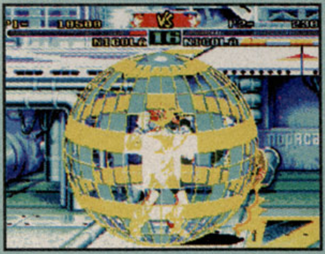
Motion → ↘ ↓ ↙ ← → ← → A

Mezu's Super Blazing Kick



Charge ↙, tap →, B rapidly

Nicola's Disco Ball


NICOLA
NICOLA

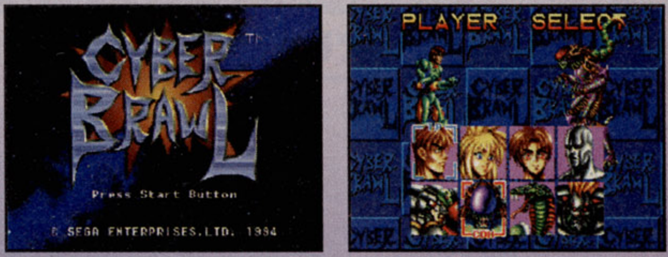
Motion ↓ ↙ ↓ ↘ → ↗ A

These moves can only be done when your life bar is very low and flashing red. All are done as if your character is facing right.

32X

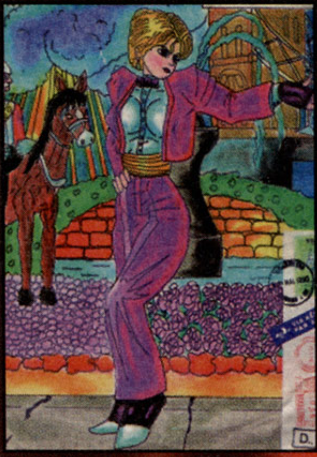
Cosmic Carnage

Play "Cyber Brawl" Game


CYBER BRAWL
Press Start Button
© SEGA ENTERPRISES,LTD. 1994
PLAYER SELECT

With the power off, **hold Button X, Button B, and Button Z, then turn on the system**. Now you can play a game called Cyber Brawl with new fighters.

Jamie Sanitate
Santa Barbara, CA

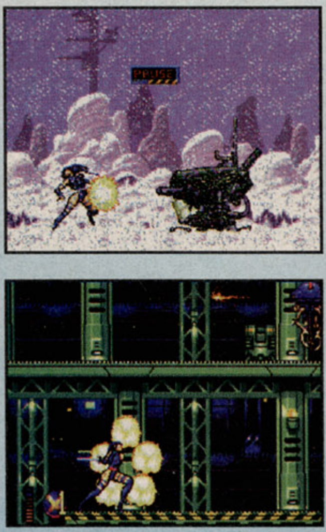


Remo Disconzi Filno
Canoas, Brazil

Genesis

X-Men 2

Level Skip



Pause the game, then **simultaneously press Left and Button C**. Next, **press Up, Up, Left, Down, Down, Right, and Button C**. If you've done the trick correctly, you'll hear a laser blast. Unpause the game, then pause it again and **simultaneously press Right and Button C** to skip a level.

Do You Have a Secret Weapon?

If so, send it to SWAT and, if we publish it, we'll send you a free *GamePro* T-shirt! We also want more of your artwork. Every reader who gets their artwork published in SWAT will also receive a free T-shirt. Cool! Send your best tips and secrets to:

GamePro Magazine
Secret Weapons
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You can also e-mail us your tips at:
swat.gamepro@iftw.com

S.W.A.T.PRO

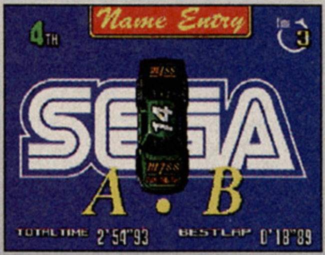
Video Game Strategies, Weapons, and Tactics

Saturn

Daytona USA

Sound Test

DAYTONA USA


Name Entry
4TH
SEGA
A . B
TOTAL TIME 2'54"93
BEST LAP 0'18"89

To sample the music scores for other games made by AM2 (the same bunch who made Virtua Fighter, among others), enter the following initials at the Name Entry screen to hear the corresponding music score:

A.B: After Burner
E.R: Enduro Racer
EXN: Exhaust Note
G.F: Galaxy Force
GLC: G-Loc
GPR: GP Rider
H.O: Hang On
O.R: Out Run
ORS: Outrunners
P.D: Power Drift
QTT: Quartet
R.M: Rad Mobile
S.C: Stadium Cross
S.F: Strike Fighter
S.H: Space Harrier
SDI: Global Defense
SHO: Super Hang On
SMG: Super Monaco GP
T.B: Thunder Blade
TOR: Turbo Out Run
V.F: Virtua Fighter
V.R: Virtua Racing
VMO: Vermilion

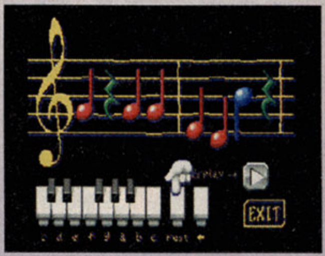
Herman McClain
Van Nuys, Canada

32X

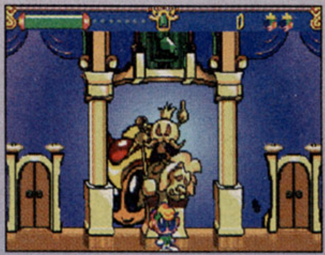
Tempo

Passwords

TEMPO
START
PASSWORD
OPTIONS
(C) SEGA ENTERPRISES LTD. 1995
ORIGINAL CHARACTERS (C) RED 1995



Jungle
Performance



Enter the following codes (musical notes) at the password screen:

Hi-Fi Performance: `F, 1st C, A, 1st C, G, 1st C, F, Rest`

Indigestion Performance: `D, D, B, A, G, Rest, B, D`

Circus Performance: `D, A, F, E, 1st C, E, A, Rest`

Jungle Performance: `F, 1st C, G, 1st C, A, 1st C, G, 1st C`

Winter Performance: `A, Rest, E, Rest, 1st C, Rest, G, C`

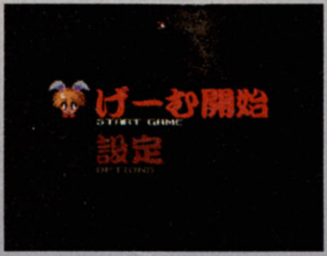
Final Performance: `G, Rest, G, G, E, D, B, Rest`

Jerry Berkowitz
Bangor, ME

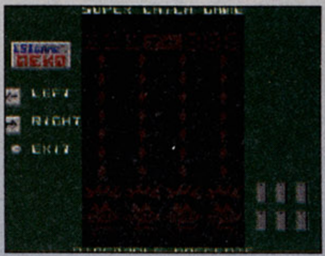
Sega CD

Keio Flying Squadron

Level Select and Hidden Game


げーむ開始
START GAME
設定
OPTIONS

げーむ開始
START GAME
設定
OPTIONS


SUPER CATCH GAME
LEFT
RIGHT
EXIT

Level Select

At the Start Game/Options screen, enter the following presses to reach the level-select option: **Right, Left, Right, Left, Down, Up, Down, Up, Right, Right, Right, Right**

Hidden Game

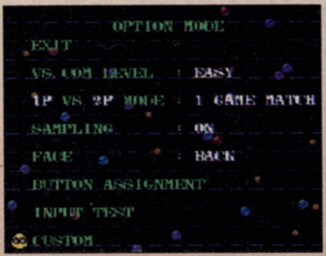
To play the hidden Super Catch Game, enter the following presses at the Start Game/Options screen: **Left, Left, Right, Right, Down, Up, Down, Up, Start**

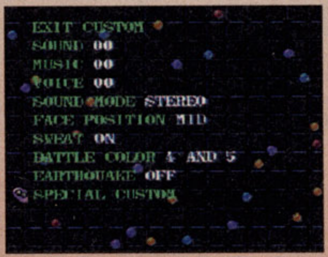
Super NES

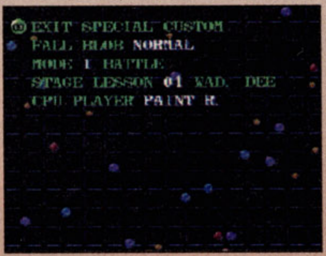
Kirby's Avalanche

Special Custom Mode

NEXT
STAGE
SC 0
SC 5


OPTION MODE
EXIT
VS. COM LEVEL : EASY
1P VS. 2P MODE : 1 GAME MATCH
SAMPLING : ON
FACE : BACK
BUTTON ASSIGNMENT
INPUT TEST
CUSTOM


EXIT CUSTOM
SOUND 00
MUSIC 00
VOICE 00
SOUND MODE STEREO
FACE POSITION MID
SWEAT ON
BATTLE COLOR 4 AND 5
EARTHQUAKE OFF
SPECIAL CUSTOM


EXIT SPECIAL CUSTOM
FALL BLOB NORMAL
MODE 1 BATTLE
STAGE LESSON 01 WAD. DEE
CPU PLAYER PAINT R.

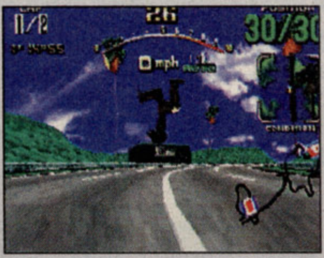
To access the Special Custom mode, start a normal game and **hold Buttons A, B, X, and Y on Controller Two**. Reset the game and release the buttons. Go into options, and you'll find the Special Custom mode under Custom.

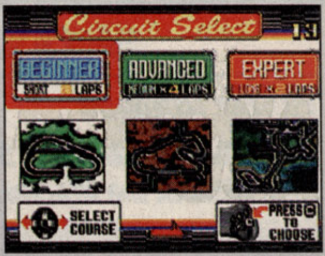
Drew Staley
Soldotna, AK

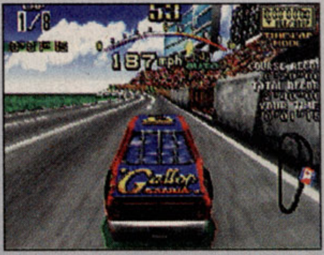
Saturn

Daytona USA

Stop the Slot Machine, Make Jeffry Move, Mirror Tracks, and Time Attack


1/8
26
30/30
0 mph


Circuit Select
BEGINNER
ADVANCED
EXPERT
SELECT COURSE
PRESS C TO CHOOSE



Move the Statue of Jeffry
On the Expert track, stop in front of the statue of Jeffry from Virtua Fighter. **Press Button X** to make him change his pose.

Play the Slot Machine
On the Beginner track, stop in front of the slot machine. **Press Button X** to make each slot stop. Match up the sevens, and you'll get a time bonus!

Time Attack
In Saturn mode only, **hold Start at the Car Select screen.** When you start the race, there will be no other cars on the track.

Race on Reversed Track
At the Circuit Select screen, press Start to play in a mirror mode that converts every left turn into a right and vice versa.

Steven Taradash
Tulsa, OK

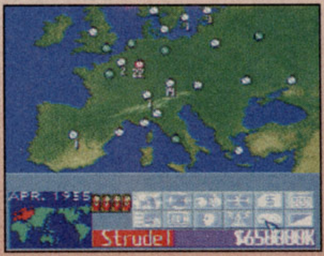
Adam Harris, Demopolis, AL

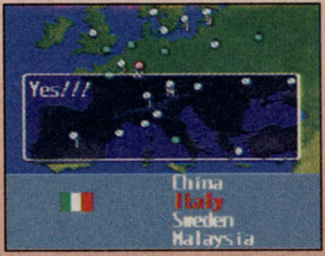
Super NES

Aerobiz Supersonic

Hidden Flag Game

NEW GAME
CONTINUE


APR. 1955
Strudel
$658888K


Yes!!!
China
Italy
Sweden
Malaysia

You can play the flag game with an existing game or a new one. Start a game and wait for the menu bar to appear. Pick the icon that looks like a Super NES controller. **Press Button A, then Select** to begin a game where you need to identify the flag.

Lim Snean Pin
Sarawak, Malaysia

S.W.A.T.PRO

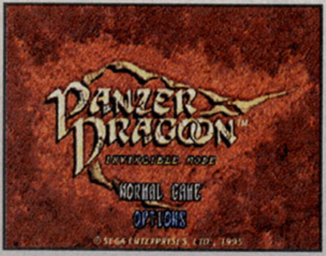
Video Game Strategies, Weapons, and Tactics

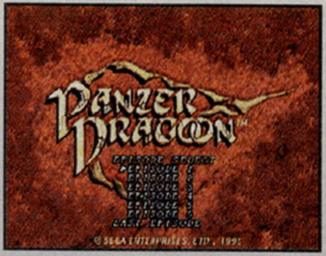
Jon Allegrezza
Winter Park, FL

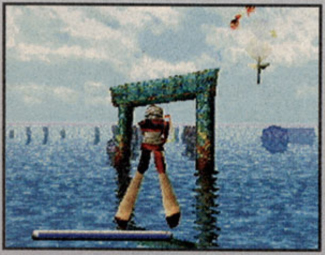
Saturn

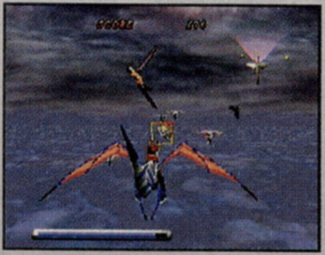
Panzer Dragoon

Invincibility, Episode 0, Stage Select, Play Without the Dragon


Panzer Dragoon
Invincible Mode
Normal Game
Options
© SEGA ENTERPRISES, LTD., 1995


Panzer Dragoon
Episode Select
Episode 1
Episode 2
Episode 3
Episode 4
Episode 5
Episode 6
Last Episode
© SEGA ENTERPRISES, LTD., 1995





Invincibility
At the title screen, highlight Normal mode and **tap Button L, Button L, Button R, Button R, Up, Down, Left, Right, and Start**. The words "Invincible Mode" will appear below the title.

Episode 0
To play this hidden level, highlight Normal mode at the title screen and **tap Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, Button L, Button R, and Start**.

Stage Select
Highlight Normal mode at the title screen and **tap Up, Up, Down, Down, Left, Right, Left, Right, Button X, Button Y, Button Z, and Start**.

Play Without the Dragon
To play the game with only the pilot visible (like Space Harrier), first start the Saturn with no disc. At the Data Memory screen, **pick the Language option and select Deutsch**. Load the CD and go to the title screen. **Highlight the Skill setting and tap Left, Left, Right, Right, Up, Down, Up, Down, Button L, Button R, and Start**.

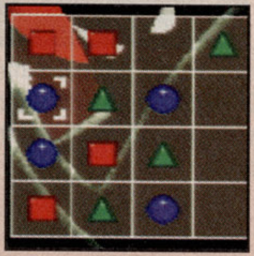
FINISH THEM!
Nintendo
Rocks
GAMEPRO MAGAZINE
FATALITY
KAMI HINES '95

Kami Hines
Sommersville, WV

Super NES

The Adventures of Batman & Robin

Passwords



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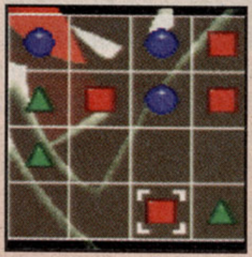
Stage 2



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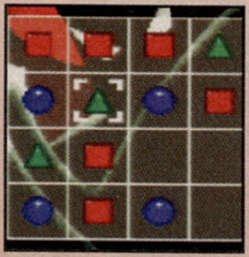
Stage 3



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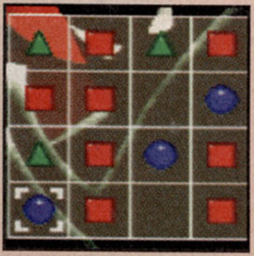
Stage 4



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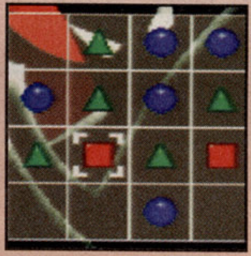
Stage 5



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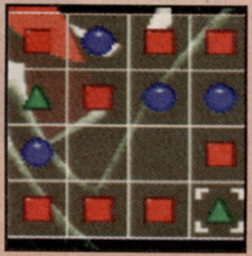
Stage 6



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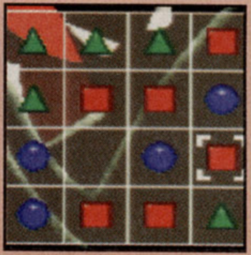
Stage 7



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Stage 8

Willie Dubin
Diamond Bar, CA

GAME ENHANCERS

Hot Game Genie and Pro Action Replay Codes

Super NES (Game Genie)

ActRaiser 2

9D27-4FD1	Start with 50 lives on Hard mode
3C65-CFA8	Infinite magic points (must have one to cast)
C2B0-CF07	Protection from most enemies
C2B2-C7D3	Protection from some ground hazards
F0C7-3D67	Small health power-ups heal completely
F0C9-3FD7	Medium health power-ups heal completely
F0C7-3FA7	Large health power-ups heal completely
DDB3-C764	All enemies take one hit to kill

Animaniacs

DFC8-3D0C	Every coin worth 999 saved slot rotations
D4CE-37AC	Every second coin worth 99 continues
D9CE-37AC	Every slot machine roll worth 99 continues
CBBF-47DA + D6BF-470A + DFBF-476A	Super jump and float

Battletoads & Double Dragon

40B8-04AF	Infinite lives

Fatal Fury Special

C21D-7D6F	Infinite time

Kirby's Dream Course

D6A9-4F6D	Start with nine lives
D7AD-1F0D	Start with three strawberries
82CF-4D6E	Infinite strawberries
82E2-4DD4	Don't lose a life from falling out of bounds

Ultima: Runes of Virtue

7060-47D8	Start with longbow
4E60-47D8	Start with shuriken
7D60-4768	Start with 30 intelligence
CB67-3764	Almost infinite stars
CB6C-4D68 + 4A6C-4DA8	Start with stronger armor

Genesis (Pro Action Replay)

Captain America and the Avengers

FF9E810007	Player One has unlimited continues
FF9F570007	Player Two has unlimited continues

Code of Honor

Have you discovered a hot Game Genie or Pro Action Replay code? If so, send it to Game Enhancers. If we publish your code, we'll print your name and you'll get a cool *GamePro* T-shirt! So get cranking on those codes and send them to:

GamePro Magazine
Secret Weapons (Game Enhancers)
P.O. Box 5828
San Mateo, CA 94402

You can also e-mail your codes to:
swat.gamepro@iftw.com

Genesis (Game Genie)

Castlevania Bloodlines

AA0A-DA42	Infinite lives
REST-C6XR	Protection from most hazards (except falls)

Maximum Carnage

AKZB-4A8R	Infinite continues
AJRV-4A4J	Infinite superhero help icons
GVWV-4AFA	Start on the last level

Streets of Rage 3

AMEA-AA8L	Infinite continues
18FB-CGCY	Blaze's kick does more damage
19CV-CGCC	Skate's jump kick does more damage
16MB-EGEW	Zan's jump kick does more damage
KAPT-CA7G + A5FA-AA3T	Most weapons aren't used up (except when performing a special weapon attack)

Warlock

A26T-CAEP	Shoot fireballs
A3LT-AADG	Infinite energy
AE6T-CAB7	Start with less energy

Game Gear (Game Genie)

Bonkers

213-6A5-6E2	Infinite eggs
3AB-286-2A2	Infinite lives
00F-4F7-3BA	One hit, and you're invincible

MLBPA Baseball

1A-07E-F7A	Only one ball to walk
09A-07E-F7A	Nine balls needed to walk

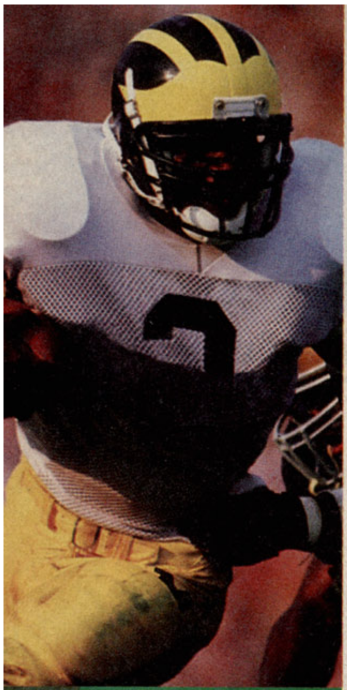
Super NES (Pro Action Replay)

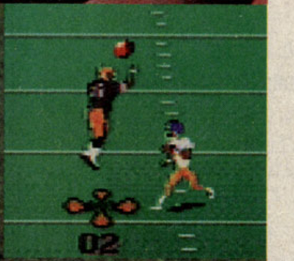
Ninja Warriors

7E019404	Can always do the super move

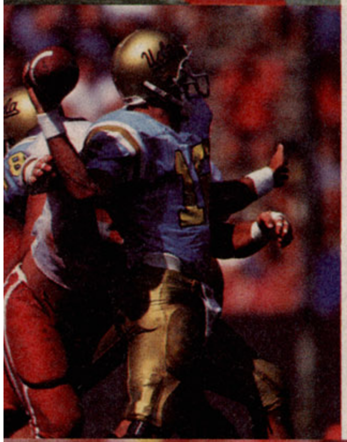
Super Street Fighter II

7E06A800	Player One has unlimited grab range for Spinning Piledriver
7E054300	Disables blocks for Player One
7E06AB01	Player One can press Strong Punch for a Dragon Punch as Ken or Ryu
7E06AD01	Player One can do a Jab Dragon Punch by pressing Toward as Ken or Ryu (can also be done in the air)





Good news. Eight seniors are starting. Bad news. They're having a bad day. So substitute. Any position. Any formation. If a player is choking, yank him.



ALL 108 DIVISION AND 107 TO CLEAN

AIR FORCE FALCONS AKRON ZIPS ALABAMA CRIMSON TIDE ARIZONA ARKANSAS STATE INDIANS ARMY BLACK KNIGHTS AUBURN TIGERS BALL GREEN FALCONS BYU COUGARS CALIFORNIA GOLDEN BEARS CENTRAL BUFFALOES COLORADO STATE RAMS DUKE BLUE DEVILS EAST CAROLINA SEMINOLES FRESNO STATE BULLDOGS GEORGIA BULLDOGS GEORGIA FIGHTING ILLINI INDIANA HOOSIERS IOWA HAWKEYES IOWA STATE FLASHES KENTUCKY WILDCATS LSU TIGERS LOUISIANA TECH MIAMI HURRICANES MIAMI REDSKINS MICHIGAN WOLVERINES MICHIGAN BULLDOGS MISSOURI TIGERS NAVY MIDSHIPMEN NEBRASKA CORNHUSKERS AGGIES NLU INDIANS NORTH CAROLINA TAR HEELS NC STATE WOLFPACK WILDCATS NOTRE DAME FIGHTING IRISH OHIO BOBCATS OHIO STATE REBELS OREGON DUCKS OREGON STATE BEAVERS PENN STATE NITTANY SCARLET KNIGHTS SAN DIEGO STATE AZTECS SAN JOSE STATE SPARTANS EAGLES STANFORD CARDINAL SYRACUSE ORANGEMEN TCU HORNED TEXAS LONGHORNS TEXAS A&M AGGIES TEXAS TECH RED RAIDERS GOLDEN HURRICANE UCLA BRUINS UNIVERSITY OF THE PACIFIC TIGERS CAJUNS UNLV RUNNIN' REBELS USC TROJANS UTAH UTES UTAH STATE AGGIES VIRGINIA CAVALIERS VIRGINIA TECH HOKIES WAKE FOREST DEMON DEACONS COUGARS WEST VIRGINIA MOUNTAINEERS WESTERN MICHIGAN BRONCOS

College Football USA™ 96. It's the successor to Bill Walsh College Football™ game. Stuffed with all the moves, all the plays and everything else you

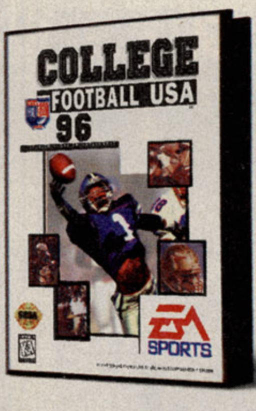
The official seal is your assurance that this product meets the highest quality standards of Sega. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ systems.

ROUGHING
THE KICKER
#55 DEFENSE
0
3

No time left. A 45 yard field goal attempt to win. You're going for the block. But if you're too aggressive, you could get called for roughing the kicker and hand them a chip shot.

I-A TEAMS. YOURS. YOUR CLEATS WITH.

WILDCATS ARIZONA STATE SUN DEVILS ARKANSAS RAZORBACKS
STATE CARDINALS BAYLOR BEARS BOSTON COLLEGE EAGLES BOWLING
MICHIGAN CHIPPEWAS CINCINNATI BEARCATS CLEMSON TIGERS COLORADO
PIRATES EASTERN MICHIGAN EAGLES FLORIDA GATORS FLORIDA STATE
TECH YELLOW JACKETS HAWAII RAINBOWS HOUSTON COUGARS ILLINOIS
CYCLONES KANSAS JAYHAWKS KANSAS STATE WILDCATS KENT GOLDEN
LOUISVILLE CARDINALS MARYLAND TERRAPINS MEMPHIS TIGERS
STATE SPARTANS MINNESOTA GOLDEN GOPHERS MISSISSIPPI STATE
NEVADA WOLFPACK NEW MEXICO LOBOS NEW MEXICO STATE
NORTH TEXAS EAGLES NORTHERN ILLINOIS HUSKIES NORTHWESTERN
BUCKEYES OKLAHOMA SOONERS OKLAHOMA STATE COWBOYS OLE MISS
LIONS PITT PANTHERS PURDUE BOILERMAKERS RICE OWLS RUTGERS
SOUTH CAROLINA GAMECOCKS SMU MUSTANGS SOUTHERN MISS GOLDEN
FROGS TEMPLE OWLS TENNESSEE VOLUNTEERS
TOLEDO ROCKETS TULANE GREEN WAVE TULSA
UNIVERSITY OF SOUTHWESTERN LOUISIANA RAGIN'
UTEP MINERS VANDERBILT COMMODORES
WASHINGTON HUSKIES WASHINGTON STATE
WISCONSIN BADGERS WYOMING COWBOYS



EA SPORTS

"IT'S IN THE GAME."

108 Division 1-A teams. Seven conferences. Four bowl games. One video
expect from College Football. Including 107 of your favorite cleat brushes.

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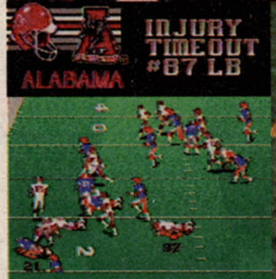


You've got a star running back cutting up the opposition. But beware of injuries. Play him too hard and you'll have the waterboy starting in your backfield.

PASADENA TOURNAMENT OF ROSES

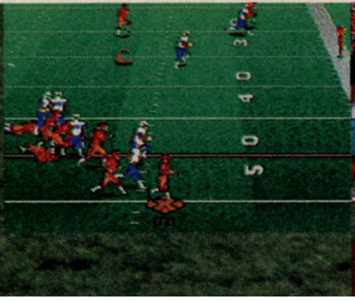
FedEx ORANGE BOWL

NOKIA Sugar Bowl

Fiesta Bowl

Welcome to Bowl-O-Rama. We've got the Rose. The Orange. The Sugar. The Fiesta. But you need the right moves or you'll be home early for the holidays.

Primary receiver. Covered. Secondary receiver. Covered. No problem. You've got five potential receivers. So they better throw nickels and dimes at you, otherwise it'll be raining touchdowns.



THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies

ARCADE

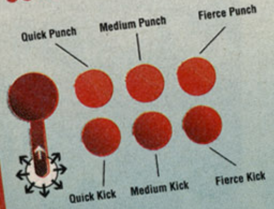
STREET FIGHTER THE MOVIE

Play as the secret hidden fighters – Arkane, Kyber, and F7

By Bruised Lee

(Special thanks to Brian L. Smolik, John George, Elaine Ditton, Richard Ditton, Leif Marwede, Jane Siegrist, and the staff at Incredible Technologies)

Controller Legend


Quick Punch
Medium Punch
Fierce Punch
Quick Kick
Medium Kick
Fierce Kick

↑ = Up
↗ = Up-Toward
→ = Toward
↘ = Down-Toward
↓ = Down
↙ = Down-Away
← = Away
↖ = Up-Away
FK = Fierce Kick
FP = Fierce Punch
K = Press any Kick button
MK = Medium Kick
MP = Medium Punch
P = Press any Punch button
QK = Quick Kick
QP = Quick Punch

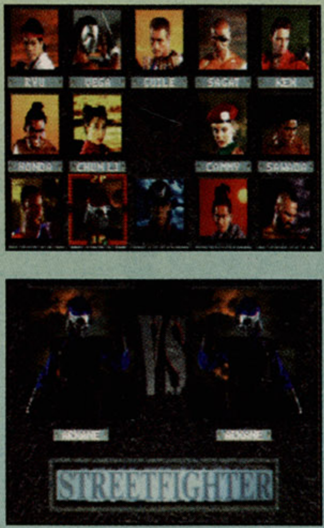
Motion = Move the joystick in one continuous, smooth motion.
Tap = Tap the directions or buttons indicated in sequence.
Charge = Hold the direction or button indicated for the time indicated.
( ) = Execute commands in parentheses simultaneously.

Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Hidden Fighters

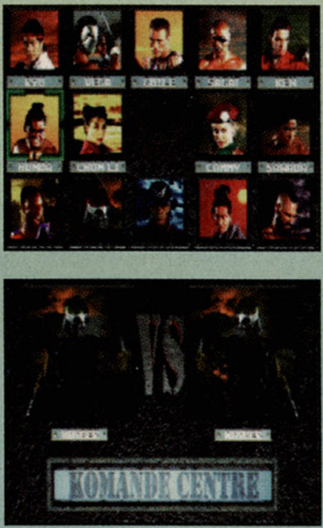
Looking for more fighters in Street Fighter: The Movie? Get ready to put your street-fighting skills to the ultimate test against three playable hidden characters. Arkane, Kyber, and F7 come equipped with their own sets of Interrupt moves, special moves, and super moves. If you're looking for more fight, you just found it.

Play as Arkane


RYU
VEGA
GUILE
SAGAT
KEN
HONDA
CHUN LI
CAMMY
SAWADA
VS
STREETFIGHTER

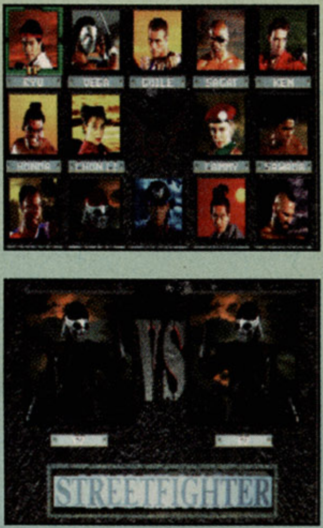
To play as Arkane, go to the player-select screen and move the cursor to Blade. Tap ↓ on the controller 20 times, then simultaneously press all three Kick buttons.

Play as Kyber


RYU
VEGA
GUILE
SAGAT
KEN
HONDA
CHUN LI
CAMMY
SAWADA
VS
KOMANDE CENTRE

To choose Kyber as your fighter, go to the player-select screen and move the cursor to Honda without passing through Ryu or Balrog. Next, move the cursor to the following fighters in this order: Ryu, Honda, Balrog, Honda, Ryu, Honda, Balrog, Honda, Ryu, Honda, Balrog, Honda. Finally, simultaneously press all three Punch buttons.

Play as F7

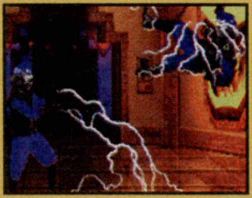

RYU
VEGA
GUILE
SAGAT
KEN
HONDA
CHUN LI
CAMMY
SAWADA
VS
STREETFIGHTER

To play as F7, go to the player-select screen and move the cursor to the following fighters in this order: Ryu, Ken, Cammy, Chun Li, Honda, Balrog, Blade, Akuma, Blade. As the cursor is on each fighter, simultaneously tap QP and QK, then move to the next fighter. (Note: The timing on the Quick Punch and Quick Kick button presses must be perfect in order for this code to work.)

ARKANE

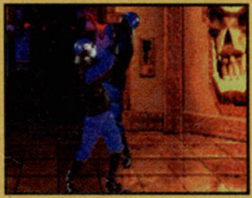
Special Moves

Electric Arc



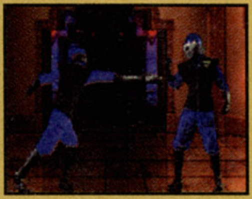
Charge FP for two seconds, release FP

Choke



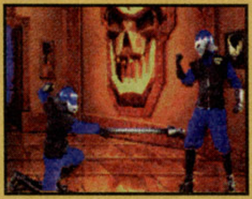
When in close, charge FP for two seconds, release FP

Telescopic Standing Punch



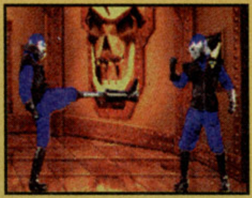
Tap →, →, QP

Telescopic Crouching Punch



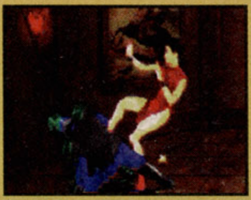
Tap →, →, ↓, FP

Telescopic Standing Kick



Tap →, →, MK

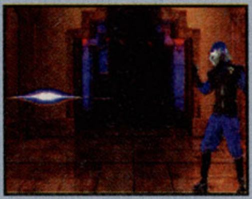
Interrupt Move



Tap →, QK

Note: Do this move after you block a move.

Teleport



To teleport toward your opponent:

From a far distance, motion → ↓ ↘ (QP MP FP)

From nearby, motion → ↓ ↘ (QK MK FK)

To teleport away from your opponent:

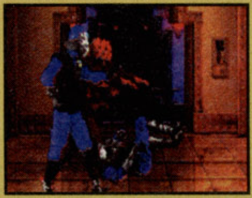
From a close distance, motion ← ↓ ↙ (QP MP FP)

From nearby, motion ← ↓ ↙ (QK MK FK)

Super Moves

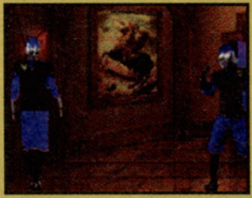
Note: You can perform these moves only when your Super bar is full.

Super Teleport



When in close, motion ← ↓ ↙ ← ↓ ↙ P

Super Move Recharge



Charge (QK MK) for two seconds, tap →, →, release (QK MK)

More Special Moves

Counter Throw
Tap ↑, MK

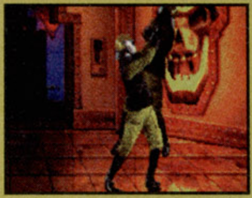
Reverse Counter Throw
Tap ↑, MK

Slam Master Reversal Throw
Tap ↓, MP

KYBER

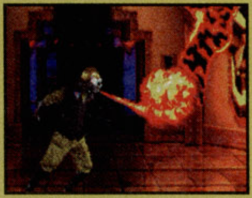
Special Moves

Choke



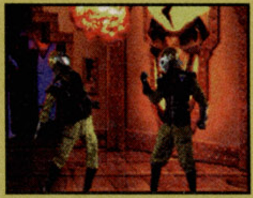
When in close, charge FP for two seconds, release FP

Fire Cloud



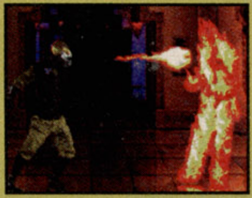
Motion ← ↙ ↓ ↘ → P

Fire Blast



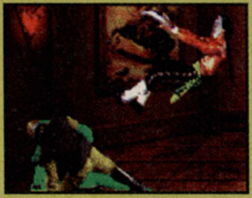
Motion ↓ ↙ ← K

Flame Thrower



Motion → ↓ ↘ P

Interrupt Move



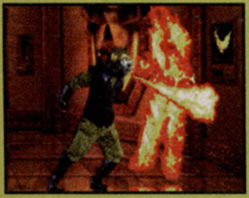
Tap →, QK

Note: Do this move after you block a move.

Super Moves

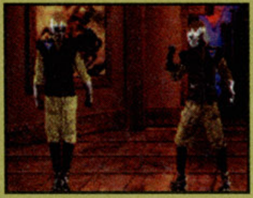
Note: You can perform these moves only when your Super bar is full.

Super Blasting Flame



Motion ↓ ↘ → ↓ ↘ → P

Super Move Recharge



Charge (QK MK) for two seconds, tap →, →, release (QK MK)

More Special Moves

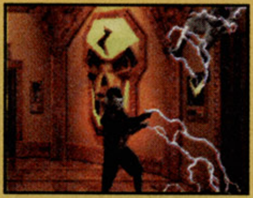
Counter Throw
Tap ↑, MK

Reverse Counter Throw
Tap ↑, MK

Slam Master Reversal Throw
Tap ↓, MP

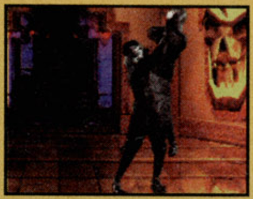
Special Moves

Electric Arc



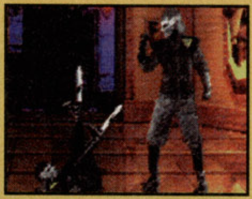
Charge FP for two seconds, release FP

Choke



When in close, charge FP for two seconds, release FP

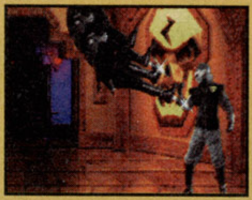
Boot Knives



Tap ↓, ↓, K

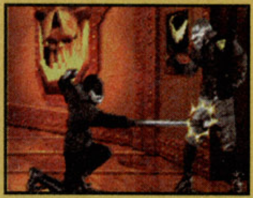
Note: Use this move against incoming flying attacks.

Knife Kick



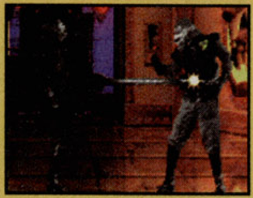
When in the air, hold MK

Telescopic Crouching Punch



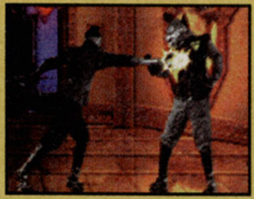
Tap →, →, ↓, FP

Telescopic Standing Kick



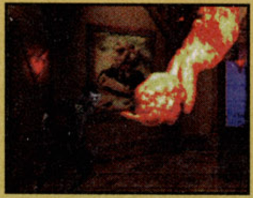
Tap →, →, MK

Telescopic Standing Punch



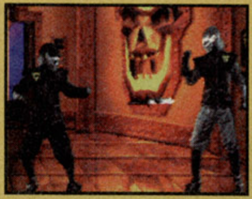
Tap →, →, QP

Fire Cloud



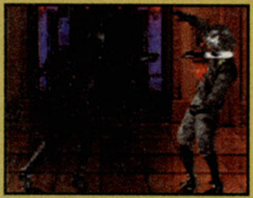
Motion ← ↙ ↓ ↘ → P

Air Blade



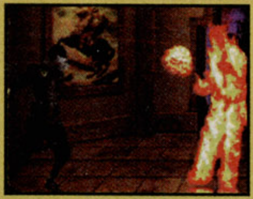
When in the air, motion ↓ ↘ → P

Knife Throw



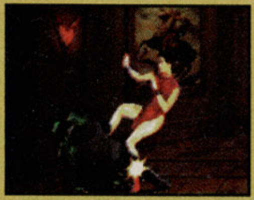
Tap →, ←, →, P

Flame Thrower



Motion → ↓ ↘ P

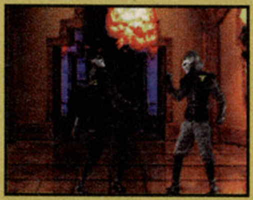
Interrupt Move



Tap →, QK

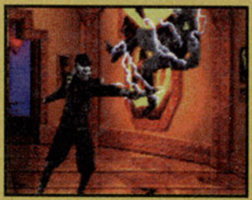
Note: Do this move after you block a move.

Fire Blast



Motion ↓ ↙ ← K

Stun Rod

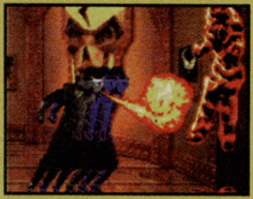


Charge MP for two seconds, release MP

Super Moves

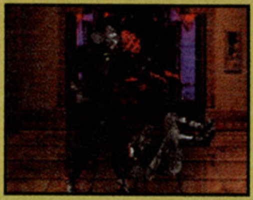
Note: You can perform these moves only when your Super bar is full.

Super Blasting Flame



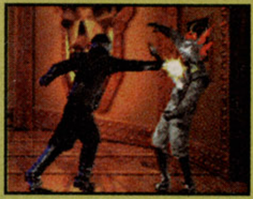
Motion ↓ ↘ → ↓ ↘ → P

Super Teleport



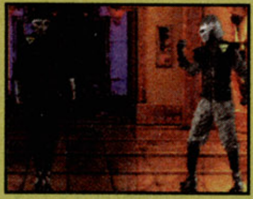
When in close, motion ← ↓ ↙ ← ↓ ↙ P

Super Rotator Attack



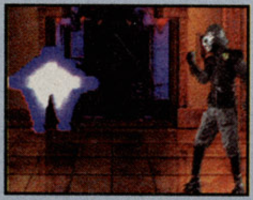
Charge ← for two seconds, tap →, ←, →, P

Super Move Recharge



Charge (QK MK) for two seconds, tap →, →, release (QK MK)

Teleport



To teleport toward your opponent:

From a far distance, motion → ↓ ↘ (QP MP FP)

From nearby, motion → ↓ ↘ (QK MK FK)

To teleport away from your opponent:

From a close distance, motion ← ↓ ↙ (QP MP FP)

From nearby, motion ← ↓

More Special Moves

Counter Throw
Tap ↑, MK

Reverse Counter Throw
Tap ↑, MK

Slam Master Reversal Throw
Tap ↓, MP

PlayStation

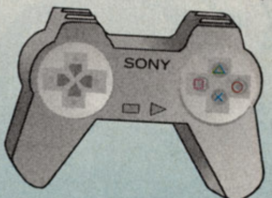
Battle Arena TOSHINDEN

Master the Moves

The next generation of fighting games is here, and we have all the moves you're gonna need to master them!

Note: The following moves are subject to change.

Controller Legend



↑ = Up
↗ = Up-Toward
→ = Toward
↘ = Down-Toward

↓ = Down
↙ = Down-Away
← = Away
↖ = Up-Away

HK = Hard Kick (O on joypad)
HS = Hard Slash (triangle on joypad)
K = Press any Kick button
S = Press any Slash button
WK = Weak Kick (X on joypad)
WS = Weak Slash (square on joypad)

Motion = Move the joystick in one smooth, continuous motion.
Tap = Tap the indicated buttons or directions in sequence.
Charge = Hold the direction or button indicated for the time indicated.
( ) = Execute commands in parentheses simultaneously.

Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Special Note: You can perform a Death move only when the opponent's life bar is almost empty and flashes red. Secret moves can be done at any time.

EIJI SHINJO

Fireball
Motion ↓ ↘ → S

Uppercut
Motion → ↓ ↘ S

Diving Kick
While jumping, motion ↓ ↙ ← K

Sliding Kick
Tap ↘, K

Secret Move
Motion ↑ ↓ ↑ ↓ → ← → ← (HS HK)

Death Move
Motion → ↘ ↓ ↙ ← ↙ ↓ ↘ → HS

FO FAI

Ball Blast
Motion → ↘ ↓ ↙ ← S

Jumping Ball Blast
While jumping, motion → ↘ ↓ ↙ ← S

Ground Slide
Tap ↙, HS

Cosmic Kick
Motion ↓ ↙ ← K

Rolling Ball
Motion ← ↓ ↘ S

Gas Cloud
Motion → ↗ ↑ ↖ ← (HK WS)

Standing Taunt
Motion → ↘ ↓ ↘ → ← ↓ (HS WK)

Secret Move
Tap (WK WS HS HK), motion ← → ← → (HK HS)

Death Move
Motion → ← ↙ ↓ ↘ → ← HS

KAYIN AMOH

Sonic Blast
Motion ↓ ↘ → S

Deadly Ray
Motion → ↓ ↘ S

Spinning Kick
While jumping, motion ↓ ↙ ← K

Scissor Kick
Motion ↓ ↙ ← K

Secret Move
Motion → ↘ ↓ ← ↙ ← → ← (HK WK)

Death Move
Motion → ↘ ↓ ↙ ← ↙ ↓ ↘ → HS

DUKE B. RAMBERT

Blade Extension
Motion ↓ ↘ → S

Dashing Fury
Motion → ↙ ↓ ↘ S

Diving Stab
While jumping, motion ↓ ↘ → S

Charge
Motion ← → ↘ ↓ S

Secret Move
Motion ↘ ↓ ↙ ↓ ↘ ↓ ← → (HK WS)

Death Move
Motion ↙ ↓ ↘ → ← HS

MONDO

Air Fireball
While jumping, motion ↓ ↘ → S

Spinning Spear
Motion ← ↙ ↓ ↘ → S

Spear Uppercut
Motion → ↓ ↘ S

Low Spear Lunge
Motion ↓ ↙ ← S

High Spear Lunge
Motion ↓ ↘ → S

Secret Move
Motion → ↗ ↑ ↖ ← → ↘ ↓ (HK HS)

Death Move
Motion ↓ ↘ → ↓ ↘ → ← HS

RUN GO IRON

Ground Fire
Motion ↓ ↘ → S

Savage Charge
Motion → ↘ ↓ ↙ ← S

Power Slam
Motion ↓ ↘ → ← S

Power Jump
Motion → ↓ ↘ K

Secret Move
Motion ↗ ↑ ↖ ← ↙ → ← ↓ (HK HS)

Death Move
Motion ← ↙ ↓ ↘ → ↘ ↓ ↙ ← HS

SOFIA

Spinning Ring
Motion ↓ ↙ ← S

Lashing Spin
Motion → ↘ ↓ ↙ ← S

Whip Assault
Motion ↓ ↘ → S

Standing Taunt
Motion → ↘ ↓ ↘ → ← ↓ (HS WK)

Secret Move
Motion ↘ ↓ ↙ ↓ ↘ ← → ↓ (HK HS)

Death Move
Motion → ← → ← HS

ELLIS

Knife Uppercut
Motion → ↓ ↘ S

Flying Ball
Motion ↓ ↙ ← K

Diving Blade
While jumping, motion ↓ ↙ ← S

Jumping Spin Kick
While jumping, motion ↓ ↙ ← K

Ribbon Shot
Motion → ↗ ↑ ↗ ← (WS HK)

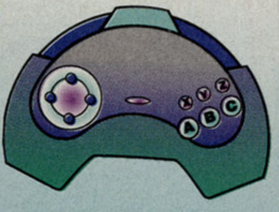
Secret Move
Motion ↘ ↓ ↙ ↓ ↘ ← → ↓ (HS HK)

Death Move
Motion → ← → ← HS

Saturn

VIRTUA FIGHTER
The Move List

Controller Legend



↑ = Up
↗ = Up-Toward
→ = Toward
↘ = Down-Toward
↓ = Down
↙ = Down-Away
← = Away
↖ = Up-Away
D = Press the Defense button
K = Press the Kick button
P = Press the Punch button

Motion = Move the joystick in one smooth, continuous motion.
Tap = Tap the indicated buttons or directions in sequence.
Charge = Hold the direction or button indicated for the time indicated.
( ) = Execute commands in parentheses simultaneously.

Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

AKIRA YUKI

Throw (Facing): Toshinsotai Trip
When in close, tap →, P

Stomp
When the opponent is down, tap ↑, P

Elbow Strike
Tap →, P

Dashing Palm
Hold ↓, tap →, P

Body Check
Tap ←, →, →, P, K

Double Kick
Tap →, →, K, K

LAU CHAN

Throw (Facing): Windmill Drop
When in close, tap D, P

Stomp
When the opponent is down, tap ↑, P

Double Stomp
When the opponent is down, hold ↑, tap P

Punch and Spin Kick
Tap P, K

Neck Drop
When in close, tap ←, →, P

Water Wheel Drop
Tap ←, P

Punch with Low Crescent
Tap P, P, P, ↓, K

JEFFRY MCWILD

Throw (Facing): Neck Cushion
When in close, tap D, P

Throw (From Behind): Backbreaker
When in close, tap D, P

Stomp
When the opponent is down, tap ↑, P

Jeffry Slam
Tap →, P

Splash Mountain
Tap ↘, ↘, P, K

Loft Slam
Tap ↙, ↙, PK

Knee Hammer
Tap (↓ K), P

Iron Claw
Tap ↓, P
Note: Do this move only when the opponent is close and crouching.

Knee Strike
Tap ↓, (← K)
Note: Do this move only when the opponent is close and crouching.

SARAH BRYANT

Throw (Facing): Body Throw
When in close, tap D, P

Throw (From Behind): Collarbone Crusher
When in close, tap D, P

Stomp
When the opponent is down, tap ↑, P

Triple Kick
Tap ↘, K, K, K

Rising Knee Knockdown
Tap →, K

Slammer
Tap (→ P), K

Elbow Strike
Tap ←, →, P

Sarah Lariat
Tap →, →, P

PAI CHAN

Throw (Facing): Wrist Twist
When in close, tap D, P

Stomp
When the opponent is down, tap ↑, P

Wrap Around
Tap (P K)

Defensive Trip
While the opponent kicks or punches, tap →, ←, P

Pull Slam
When in close, tap →, ←, P
Note: You must tap →, ← quickly

Push Trip
When in close, tap ←, →, P
Note: You must tap ←, → quickly

Air Stomp
When in the air, hold ↘, tap K

Knockdown Roundhouse
Hold ↓, tap →, K

Punch with Low Crescent
Tap P, P, P, ↓, K

WOLF HAWKFIELD

Throw (Facing): Suplex
When in close, tap D, P

Throw (From Behind): Back Neck Drop
When in close, tap D, P

Windmill
Motion ← ↙ ↓ ↘ → P

Stomp
When the opponent is down, tap ↑, P

Bulldozer
Tap ←, →, P

Wolf Lariat
Tap →, →, P

Crotch Shot
Tap (→ P)

Knee Blast
Tap →, K

KAGE MARU

Throw (Facing): Shoulder Toss
When in close, tap D, P

Throw (From Behind): Hip Toss
When in close, tap D, P

Stomp
When the opponent is down, tap ↑, P

Twist Slam
Tap ←, →, P

Air Toss
Tap ←, P

Sweep
Tap →, →, K

Kicking Defense
Tap ←, ←, K

Roll Toward
Motion ↙ ↓ ↘

Roll Away
Motion ↘ ↓ ↙

JACKY BRYANT

Throw (Facing): Neck Drop
When in close, tap D, P

Throw (From Behind): Reverse Lariat
When in close, tap D, P

Stomp
When the opponent is down, tap ↑, P

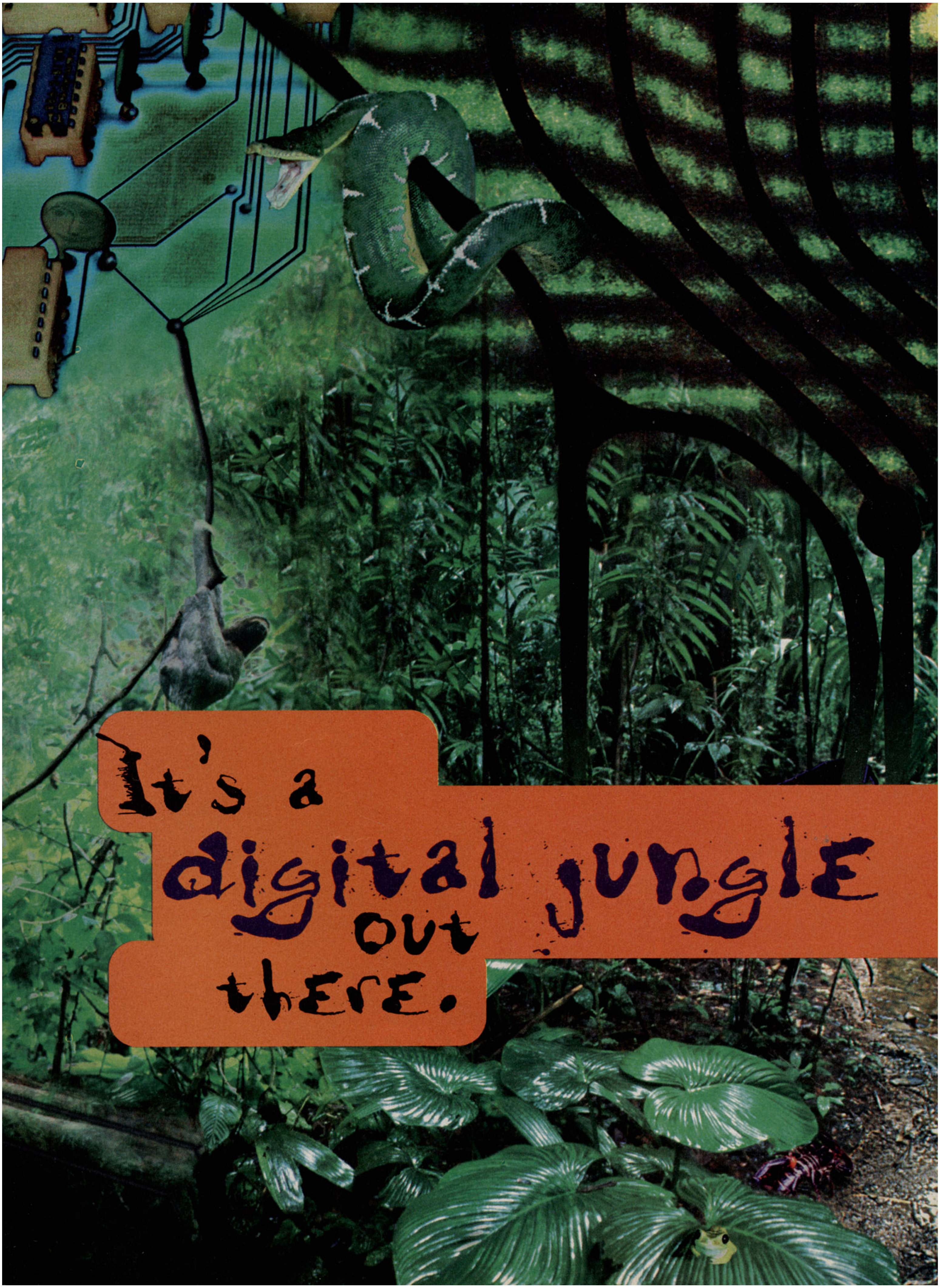
Spinning Double Knuckle
Tap →, →, P

Spinning Double Roundhouse
Tap K, K

Spin Puncher
Tap P, K

Spin Kicker
Tap (← P), K

Clothesline
Tap →, →, P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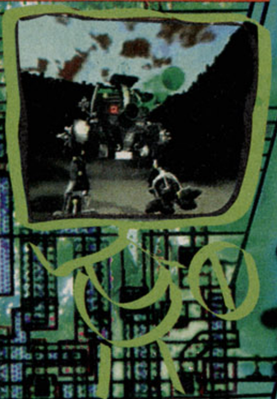

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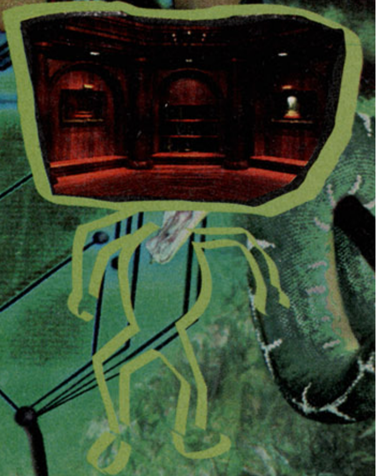

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GAMEPRO LABS

A Player's Guide to Power Peripherals

By The Lab Rat

Squeak, squeak, squeak! That's all we hear from that moldy radio rodent, Rash Limburger. Well, forget that rat, we're pumping up the volume in the lab with a serious look at Saturn peripherals.

Pit-Stop Peripheral

If you dream of more authentic Saturn racing with Daytona USA or Virtua Racer, drop your pad and plug in **Sega**'s steering wheel, the **Arcade Racer**.

This large, realistic-looking Formula One-style wheel is made of sturdy black plastic. You can balance the Racer on your lap, but you'll get a more comfortable ride by setting it on a hard surface like a table.

This controller gives you a good wheel grip and easy thumb access to the six buttons mounted on the wheel's face. Two more convenient flipper buttons, which are used for shifting in Daytona, are found under the wheel. And you won't have to hunch over to steer because an adjustable tilt feature enables you to set the wheel at three angles.

The lab's pit crew gave the Arcade Racer a rigorous workout with Daytona, and everybody felt that the overall control was good. Like driving someone else's car for the first time, the center-return steering takes a little getting used to. And long-time racers who appreciate sensitive control pads may have trouble adapting to the new technique of actually having to twist the peripheral through turns.

Unless you're a diehard racing fan, you may want to let this $80 wheel roll by. But Saturn owners who have the extra cash (or who live to smell exhaust and run Sunday drivers off the track) will be well rewarded.

Peripheral

Arcade Racer

System: Saturn

Features: This Formula One-style steering wheel enhances the racing experience well beyond what the control pad can deliver. A sturdy design, easy button access, and an adjustable tilt steering column make this wheel a must-have for any hardcore Saturn racer.

Price: $79.99

Available: Now

Stick Fix

The **Virtua Stick** from **Sega** will satisfy Saturn gamers looking for an arcade feel for Virtua Fighter. Obviously designed for larger hands, this durable plastic controller has a wider base than previous Sega sticks.

The sturdy joystick is fairly responsive with a shaft as tall as a stick on an arcade machine. The eight-button layout comes complete with a speed adjustment and autofire, and the buttons provide good spring. Although they are larger than control-pad buttons, they're not as large as arcade buttons. At 65 beans, you get a good stick, but what you're really paying for is having it first.

As America is the land of choice, a new company called **HORI** is offering another Saturn joystick called the **Fighting Stick SS.** With a wide base, turbo switches, and an eight-button layout, this stick is similar in design to the Virtua Stick.

But there are differences. The SS's joystick is much shorter than the Virtua Stick's, but the SS's buttons are considerably bigger and clustered closer together. And while the Virtua joystick feels tighter and more durable overall, the loose flexibility of the SS stick makes it easier to pull off some of the special moves in Virtua Fighter. This stick doesn't feel like it will last as long as the Virtua Stick, but it costs $15 less. **G**

Peripheral

Virtua Stick

System: Saturn

Features: Big and durable, this eight-button controller offers turbo switches and a speed setting. You get good, solid control at a fairly high price.

Price: $64.99

Available: Now

Contact: Local toy stores

Peripheral

HORI Fighting Stick SS

System: Saturn

Features: This eight-button joystick with turbo switches offers flexibility in its short stick and comes in $15 cheaper than Sega's Virtua Stick.

Price: $49.99

Available: Now

Contact: Local toy stores

BUYERS BEWARE

By The Watch Dog

The school bells are ringing, summer's over, and now you can only play games once your homework is done. Sorry. Didn't mean to rain on your fire hydrant. Speaking of annoyed readers, here are some questions about the 32X, Ken Griffey, and Nintendo's plans for a 32-bit system.

Bug alert!

Q: I've had Ken Griffey Jr. Baseball for the SNES for a while now, and recently I was in the middle of a full season with the Blue Jays. I played the All-Star game, and when I played the next game of the season, some (but not all) of my players' home runs had been erased. Some of these players had more than 30 home runs! What happened?

Nick Wilkening, Santa Rosa, CA

A: **Kerry at Nintendo Customer Service states:** Ken Griffey Jr. Baseball sports some pretty serious bugs. In the playoffs, some stats are wiped out completely. In the World Series, stats are sometimes erased, and you won't be able to use your best pitchers. These are just defects in the programming.

The Watch Dog states:
Defects in the programming? That answer's not good enough, Nintendo! There must be some recourse. You can direct complaints to Nintendo at 800/255-3700.

32SNES?

Q: I'm 12 years old. I don't have enough money for a more advanced system, so I was wondering if the SNES is going to come out with something like Sega's 32X?

Tim Benson, Portland, ME

A: **The Lab Rat states:** Nintendo will be coming out with the Virtual Boy, a standalone 32-bit system that plays games in only two colors – black and red. The system will retail for $179, but unfortunately, it won't hook up to your existing SNES the way that the 32X hooks up to your Genesis. For more information, see "The Cutting Edge" in this issue.

X-tremely untrue

Q: I received a 32X for Christmas, and now I've heard that Sega may stop making games for it already. Is this true? If it is, I want to know what I should do.

Warren Lee, Dallas, TX

A: **A Sega Communications Department spokesperson states:** We at Sega of America are fully committed to the 32X platform. We will continue to manufacture and market games for the system as we do with all Sega products. This Christmas, you can expect the software library to total more than 40 titles.

Q: I use Energizer rechargeable batteries for my Game Gear, and they have to be changed every 2–3 hours. Can you recommend better batteries to use with Game Gear?

Eric Henken, Forbes, CA

A: **The Watch Dog states:** The color LCD (liquid crystal display) is the battery-draining culprit. Color LCDs will drain a normal alkaline battery in about two hours. Rechargeables are a good idea, but they have a tendency to leak after extended use. The only other solution is to use a battery pack or a solar battery (see "GamePro Labs," March 1994). Both are safe, economical alternatives to rechargeable batteries.

Q: A few months ago, I purchased a 3DO. I recently found out that movie CDs can be bought for the 3DO, but I can't seem to find these movie CDs anywhere. Do they really exist? Where can I find them?

Steven Kelly, Melville, NY

A: **The Watch Dog states:** In January, it will be possible to watch movies through a Goldstar 3DO by using the Goldstar 3DO MPEG Digital Video Module. Panasonic is working on a similar product for its 3DO system.

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's *Buyers Beware*
P.O. Box 5828
San Mateo, CA 94402

You can also e-mail us at:
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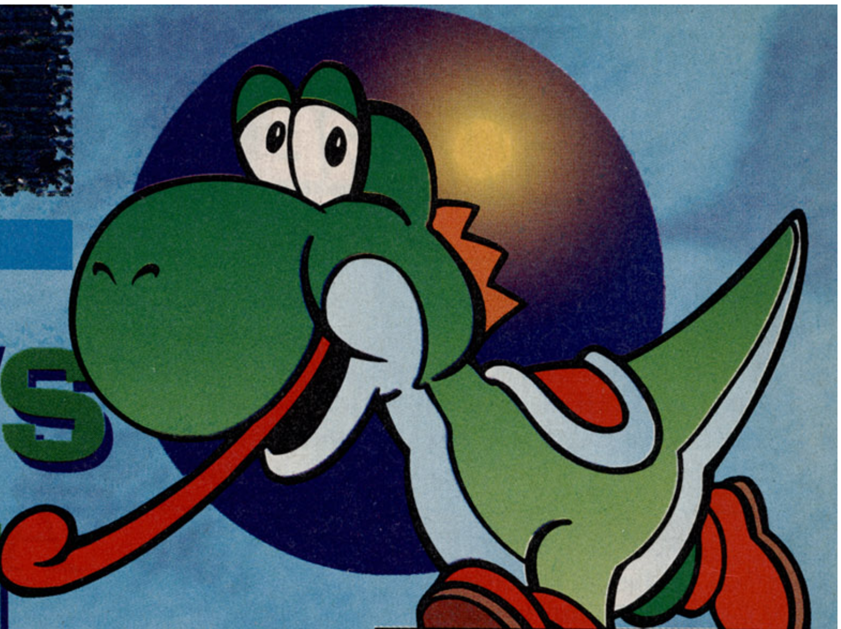
SHORT PROSHOTS

PreViews of Hot New Games!

Yoshi's island

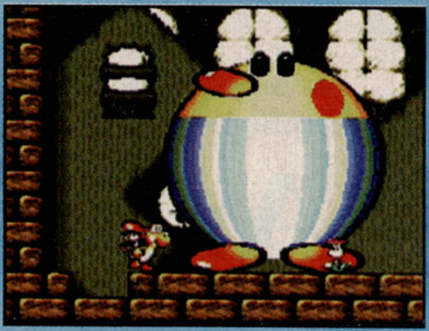


Super NES

Four long years have passed since Super Mario World, the last Mario platform adventure game, was released for the Super Nintendo. Well, Mario's back – but it's not the Mario you remember. Yoshi's Island is actually a prequel to the Mario games, and it sports an all-new look.

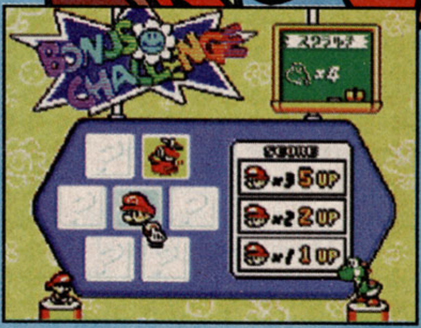
It all begins when the stork tries to deliver twin babies to the Mushroom Kingdom. When a baby thief named Kamek snatches one of the babies, a Yoshi – in fact a whole herd of Yoshis – rescues the other tyke. The game traces the adventures of the Yoshis as they try to return the baby (gee, I wonder who he is) to his parents…and maybe they'll find the other twin in the process.

Plug in this cart and the first thing you'll notice is its very different graphics. Yoshi, baby Mario (oops, we gave it away), and the enemy sprites are all roughly the same size as in prior adventures, but there the graphical similarities end.



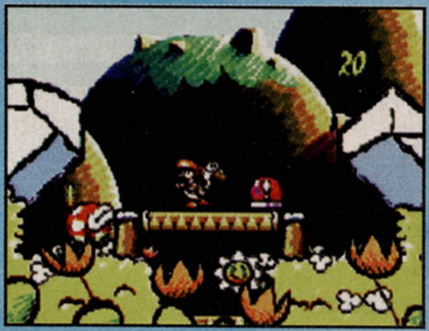
The backgrounds and game scenery in this newest tale bear a unique look that appears almost as if they've been torn from the pages of a coloring book or been freshly painted. The most noticeable sound on the early cart we looked at was the wailing of baby Mario whenever he gets separated from Mario.

Yoshi has a number of new moves, including the ability to hover, climb, and fire four types of egg weapons. Baby Mario rides on Yoshi's back, and if he's knocked off, he floats in a bubble. Yoshi has a quick countdown to rescue him before the Koopas snatch him.



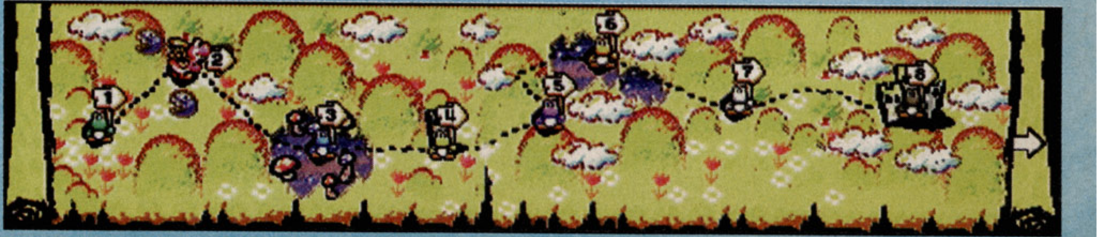
Beyond that, the multiscrolling gameplay is standard Mario hop-n-bop. Yoshi cruises through the six worlds – each with multiple areas – jumping on enemies, navigating past obstacles, and solving the various puzzles that stand in his path.

Nintendo made heavy-duty use of the Super FX2 chip to endow the game's hundreds of enemy characters with the ability to spin, magnify, and do all kinds of tricks. Yoshi's Island seems straightforward in the early levels, but as the game progresses, the gameplay grows more complex and challenging. As well as completing the various areas, players can work for high scores by grabbing special items and power-ups.



With all the ruckus going on in gaming these days, Yoshi's Island isn't as new and different as a lot of other games out there. The one and only Mario, though, is bound to be a big hit this Christmas. We'll have a full ProReview on this game in an upcoming issue.

By Nintendo
Available October



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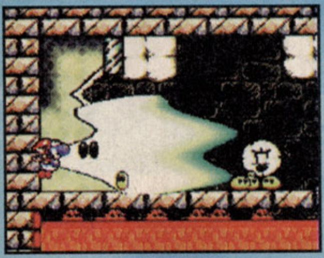

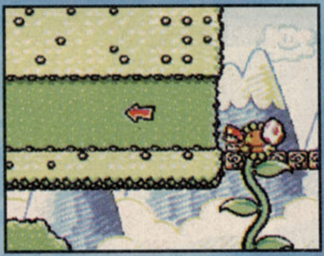

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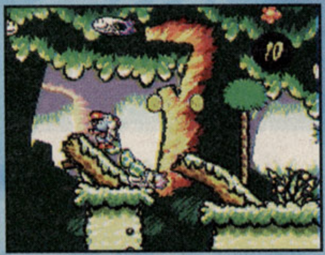
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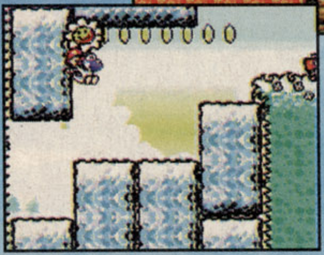

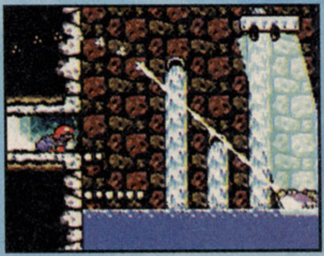

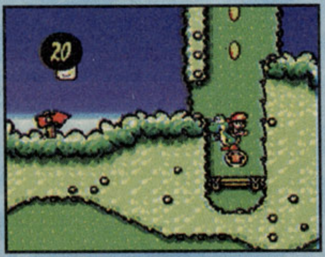
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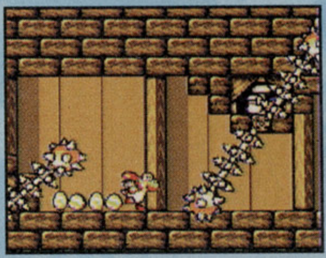
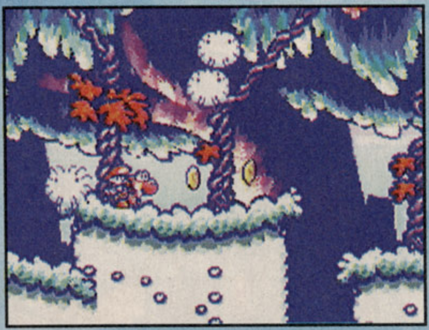
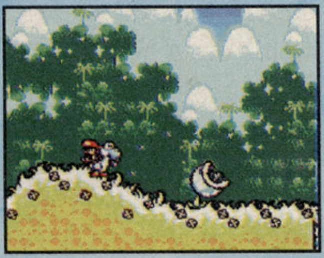
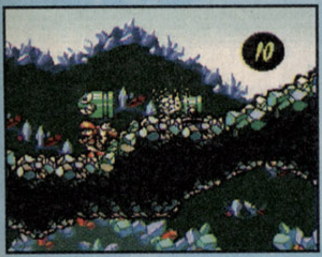
GOAL!





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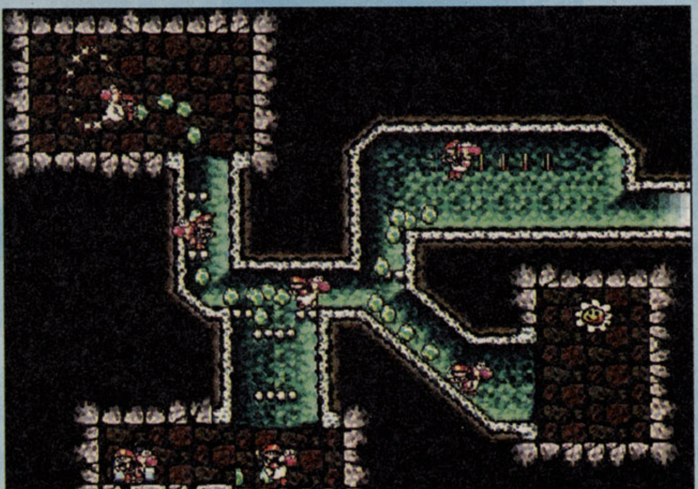

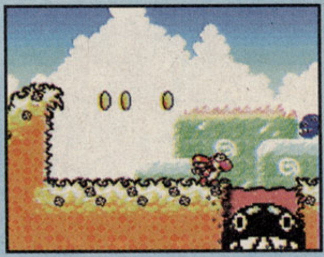

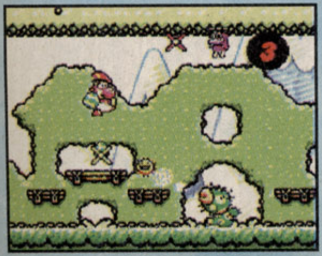
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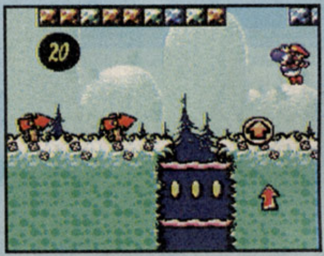
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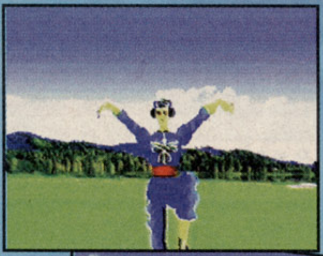
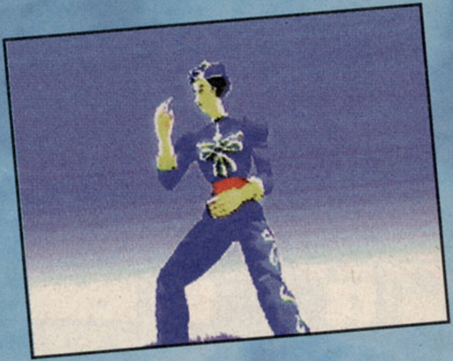
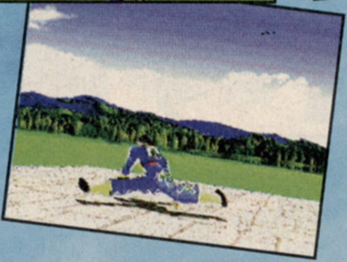
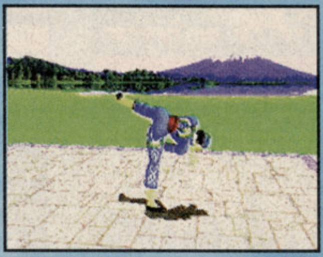
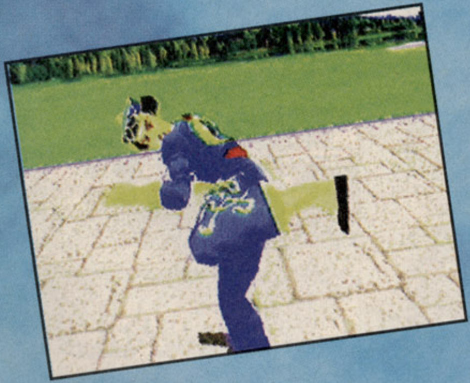
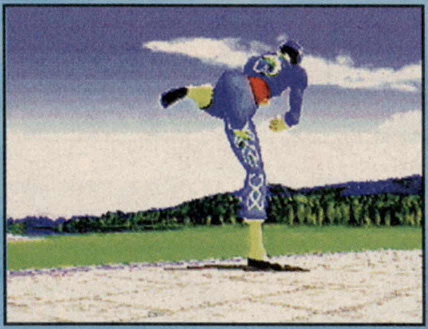
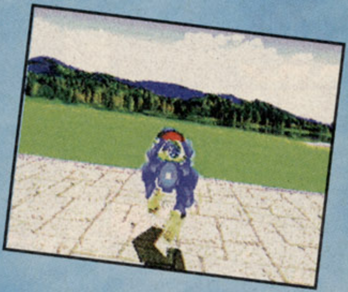
Virtua Fighter 2 **Saturn**

Virtua Fighter was just a warm-up for the main act due out this Christmas. Fighting fans know VF 2 kicks tail over the original game. If the Saturn version is faithful to the coin-op, look for better gameplay and sharper, clearer graphics that include texture-mapped polygons and beautiful background scenery.

In addition to the eight original characters, VF 2 will include two new fighters. All the combatants have additional moves, though the limited combo system is status quo. The two-player head-to-head fighting includes 360-degree rotation of the action as well as instant replays at the end of each round.

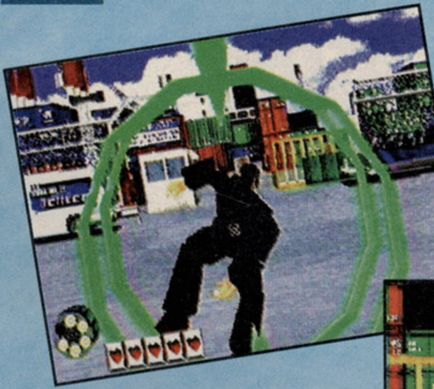
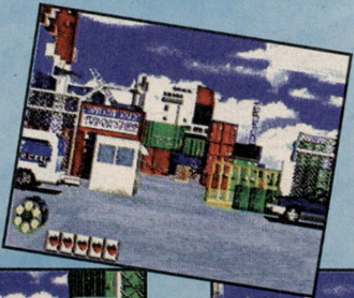
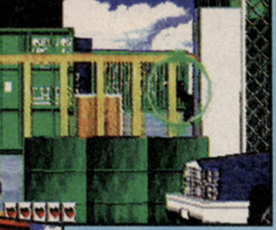
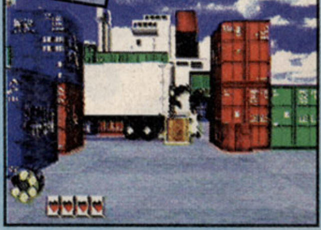
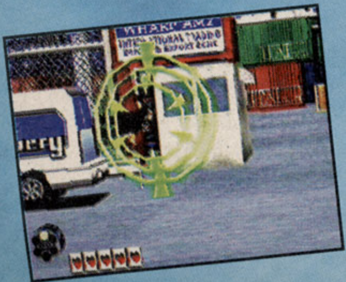
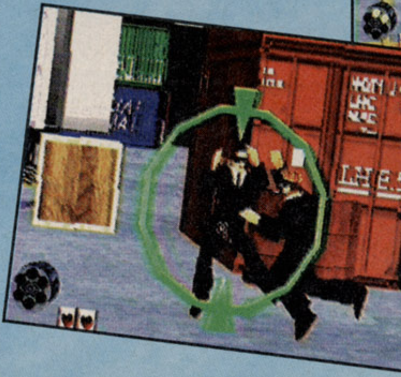
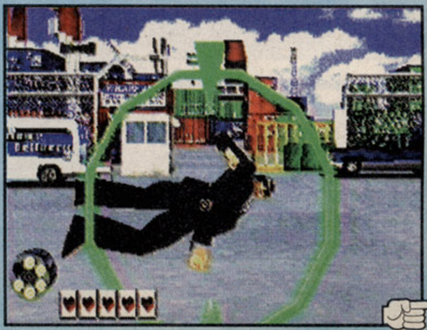
By Sega
Available Winter '95

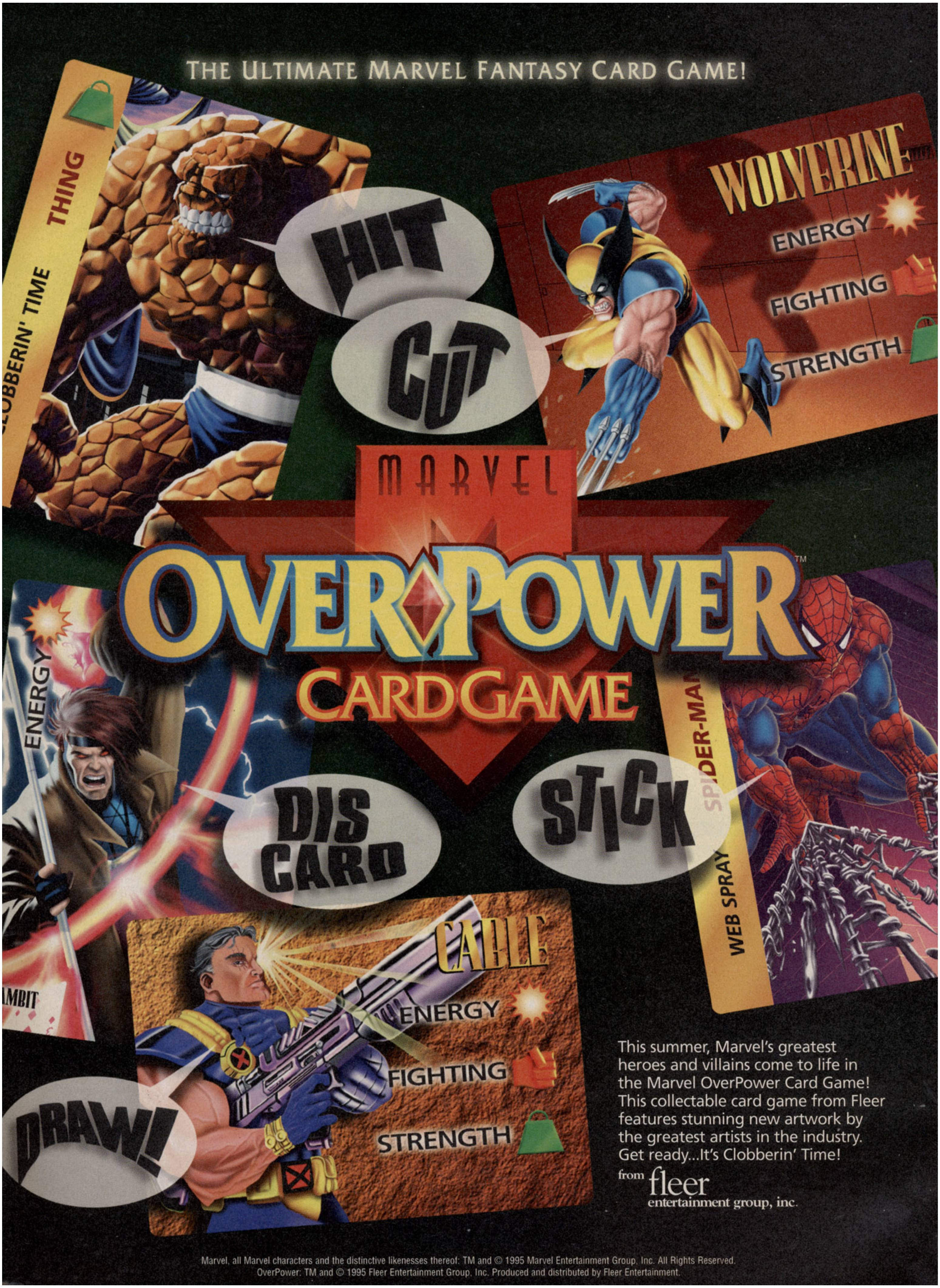








Virtua Cop **Saturn**

Up to four players can shoot it out virtually in this popular arcade game that's bound to be a hit for the Saturn. As the Virtua Cop, you tag the bad guys in arcade-style shooting action. Look for an accurate translation of the coin-op game, including the graphics, gameplay, and weapons arsenal. The 3D polygon visuals will zoom in and out during play. Rumor has it that Sega is working on a gun peripheral to go with the game.

By Sega
Available Winter '95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Mortal Kombat 3

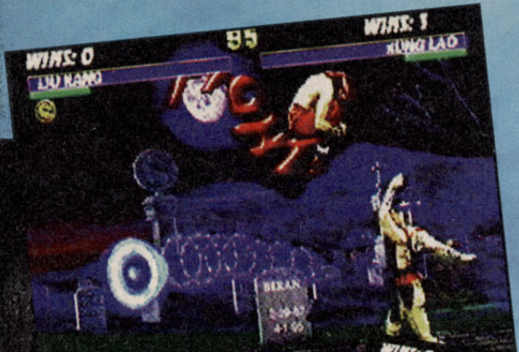
PlayStation

When Mortal Kombat 3 hits all the game platforms this fall, the PlayStation version will be the one to watch. Based on – what else? – the arcade game of the same name, MK 3 will feature identical gameplay that's a nearly pixel-perfect copy of the original.

The seven new warriors will be armed with their individual special moves, finishing moves, Animalities, Friendship moves, Babalities, and more. The game will also include special Kombat Kodes and an encryption system that hides special secret powers. Expect the game's new Run button to ramp the gameplay to faster, more intense levels.

The PlayStation's processing power should provide gamers with the most authentic port of Mortal Kombat to a home system yet. Finish 'em!

By Sony Computer Entertainment
Available Fall '95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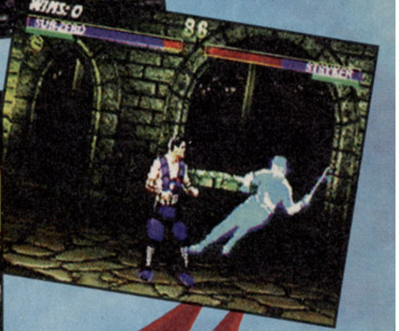
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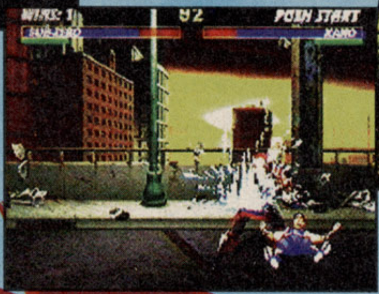
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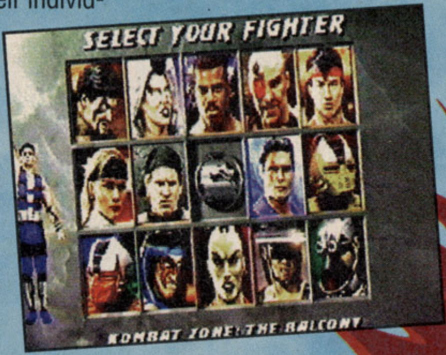
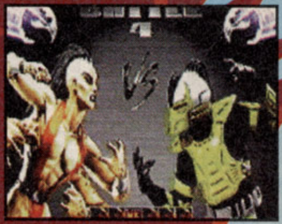
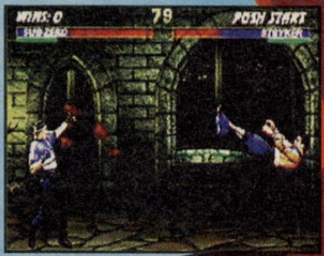

SELECT YOUR FIGHTER
KOMBAT ZONE: THE BALCONY

The Cast of Characters Changes... and Remains the Same

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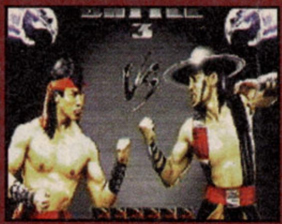

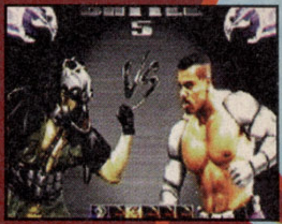

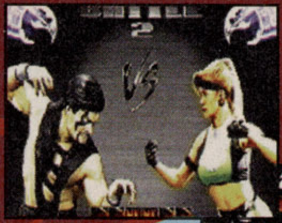

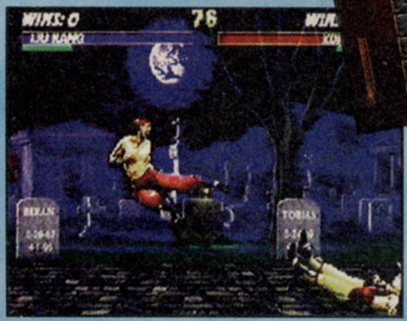
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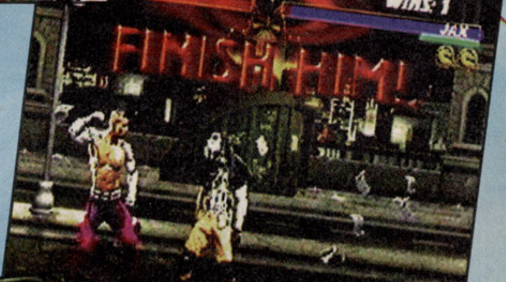
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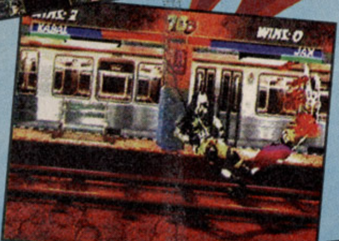
FINISH HIM!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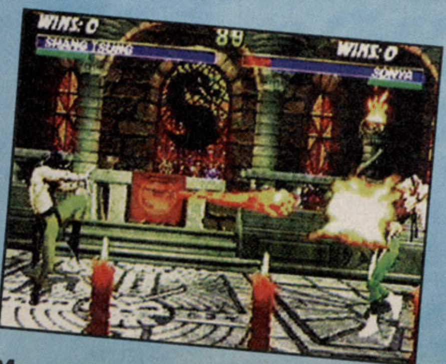
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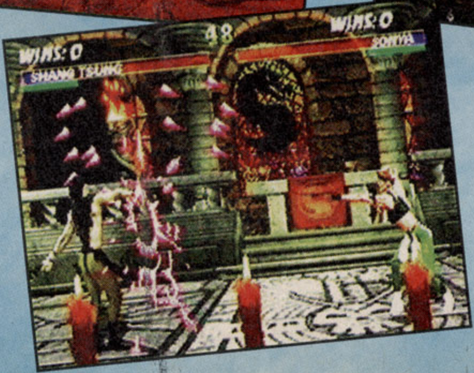
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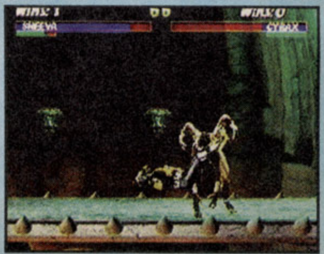
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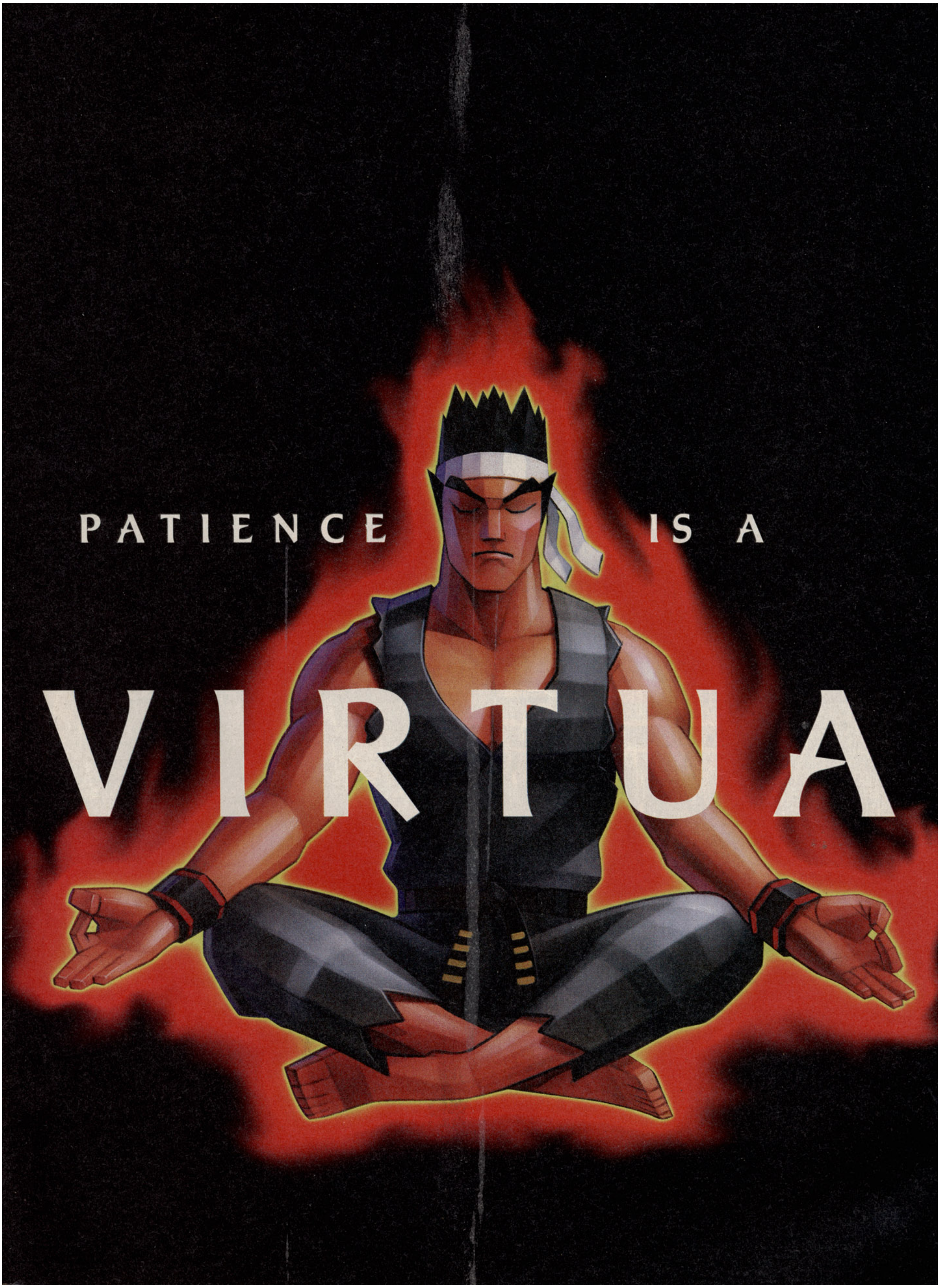
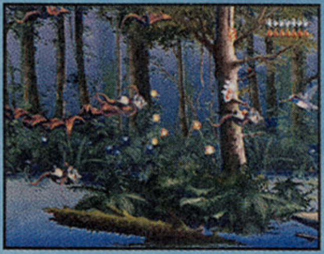
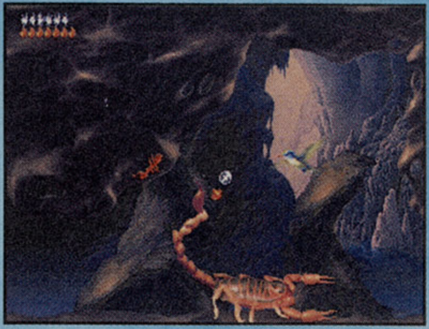

PATIENCE IS A
VIRTUA

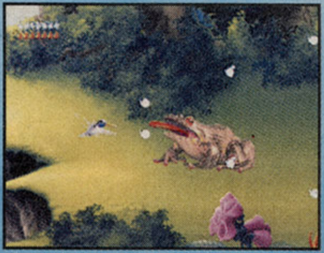
Kolibri **32X**

The new age comes to the 32X when deep inside the Earth a peaceful crystal is damaged by meteorites. Next thing you know, evil crystals are turning plants and animals into monsters. Only one creature can save the planet – a hummingbird named Kolibri. As Kolibri, you flit, dart, and dodge around the planet in unusual one-player action/adventure gameplay. Similar to Ecco the Dolphin, Kolibri must solve simple puzzles and find the information he needs to free his friends. This game's 3D polygon graphics are especially beautiful and lifelike.

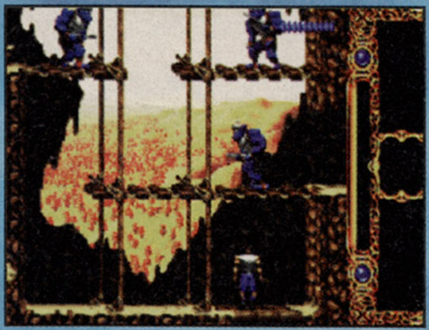
By Sega
Available Fall '95





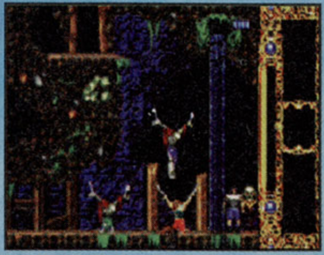


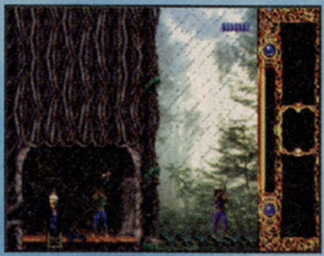
Blackthorne **32X**



In the tradition of Flashback, Blackthorne is an action/adventure strategy game for one player. This dark tale of vengeance, which takes place in underground caverns and rain-soaked forests, requires puzzle solving, quick thinking, and even quicker reflexes. The hero, Kyle Blackthorne, roams through more than 20 twisting, mazelike levels, each navigable only after you solve numerous logic puzzles and fight hundreds of enemies. The graphics include more than 1000 frames of advanced rotoscoped animations that make for incredibly smooth, lifelike character movements.

By Interplay
Available Winter '95



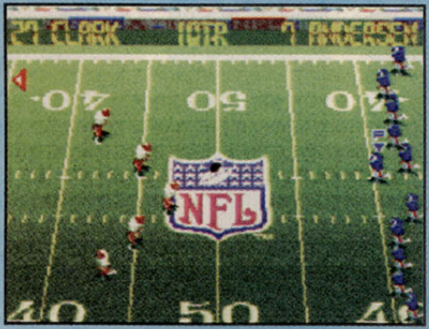


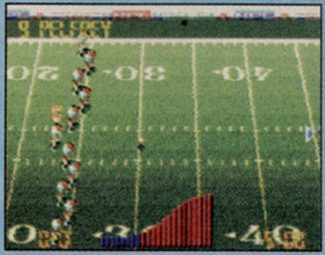
Tecmo Super Bowl III: Final Edition **Super NES** **Genesis**

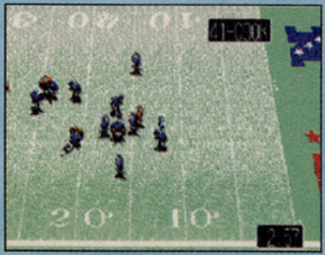
Tecmo's been making great sports games since the NES first hit the shelves. As the 16-bit era draws to a close, Tecmo's bringing out the final 16-bit version of their long-running Super Bowl series.

Designed to simulate the 1995–96 NFL season, the game has many features: 30 NFL teams and NFL players, with digitized photos and real statistics; Preseason, Season, and Pro Bowl modes; a new Player Edit mode that includes the ability to create unique players and improve existing players; a new Free Agency mode; and new field patterns, plays, moves, quarterback-pass action, and playbooks. The legend continues!

By Tecmo
Available October



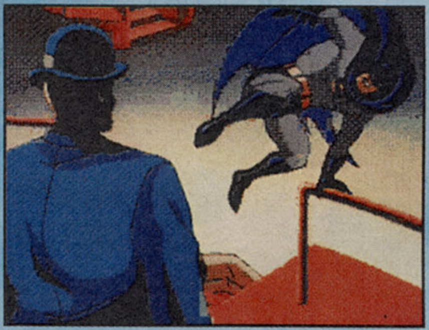


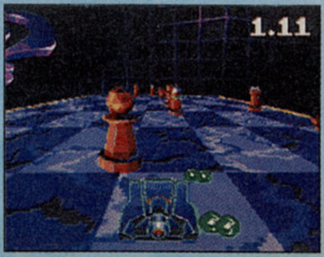


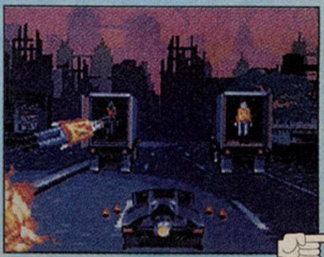
The Adventures of Batman & Robin **Sega CD**

The Dark Knight returns to protect Gotham City from such notorious criminals as Poison Ivy and the Joker. This one-player action/adventure game combines different styles of gameplay and perspectives to create an unusual Batman adventure. You'll also see footage from the animated television series, including more than 15 minutes' worth that was created exclusively for the game.

By Sega
Available Now







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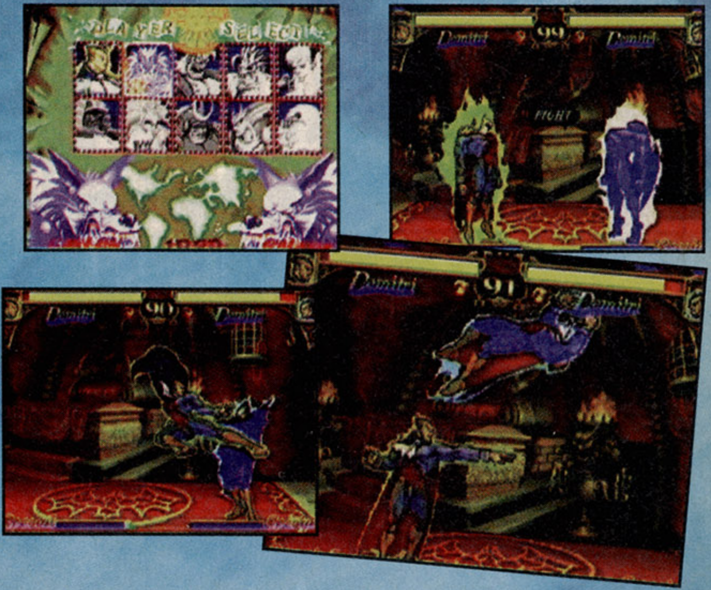
Darkstalkers

PlayStation

Based on the popular arcade game, Darkstalkers puts players into head-to-head combat against legendary beasts of fantasy. The ten creepy combatants include a vampire, werewolf, mummy, samurai ghost warrior, Canadian sasquatch, and a Scottish demon called Succubus.

The one- or two-player fighting action includes the standard best-two-of-three fighting-game setup. Each eerie warrior has the usual repertoire of special moves, but look also for several new features like midair blocking, special moves that you can charge during battle, and a combo system. A success meter at the bottom of the screen lets you gauge just how good you are.

By Capcom
Available October



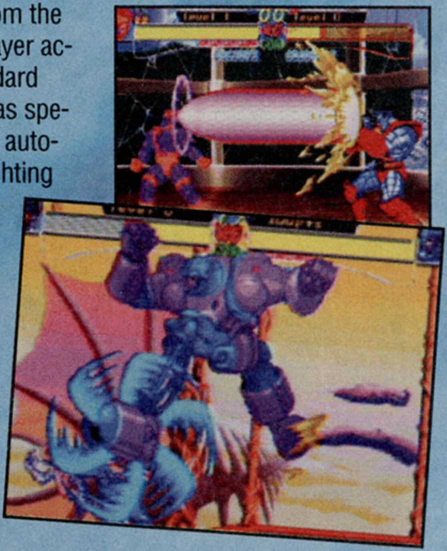
X-Men: Children of the Atom

Saturn **PlayStation**

With X-Men: Children of the Atom, Capcom covers head-to-head fighting from all angles for the Saturn and PlayStation. Ten comic-book stars rumble in Children of the Atom, including four X-Men and as many of their foes. Look for your favorites among this fierce cast: Wolverine, Cyclops, Psylocke, Storm, Ice Man, Colossus, Omega Red, Spiral, Silver Samurai, and Sentinel.

Animation based on the comic and animated television series ties this arcade port to its roots, as do the digitized voiceovers by actors from the TV cartoon. The two-player action includes such standard fighting-game features as special moves. Options like auto-blocking even up the fighting field for players of different levels.

By Capcom
Available Winter '95



Fox Hunt

Saturn **PlayStation**

Fox Hunt represents a major change of pace for Capcom. This interactive game's story line spoofs the spy-thriller genre. Timothy Bottoms and George Lazenby star.

As the game's hero, you must make real-time decisions, choosing between multiple gameplay paths as you gather information and clues to further the plot. Revving the action are more than 20 fighting or action sequences where you battle villains. The gameplay includes chase scenes and skydiving, shooting, and skiing scenarios. And, yes, the screens you see here are from the game: Fox Hunt incorporates more than three hours of movie footage shot with 16-mm film.

By Capcom
Available November

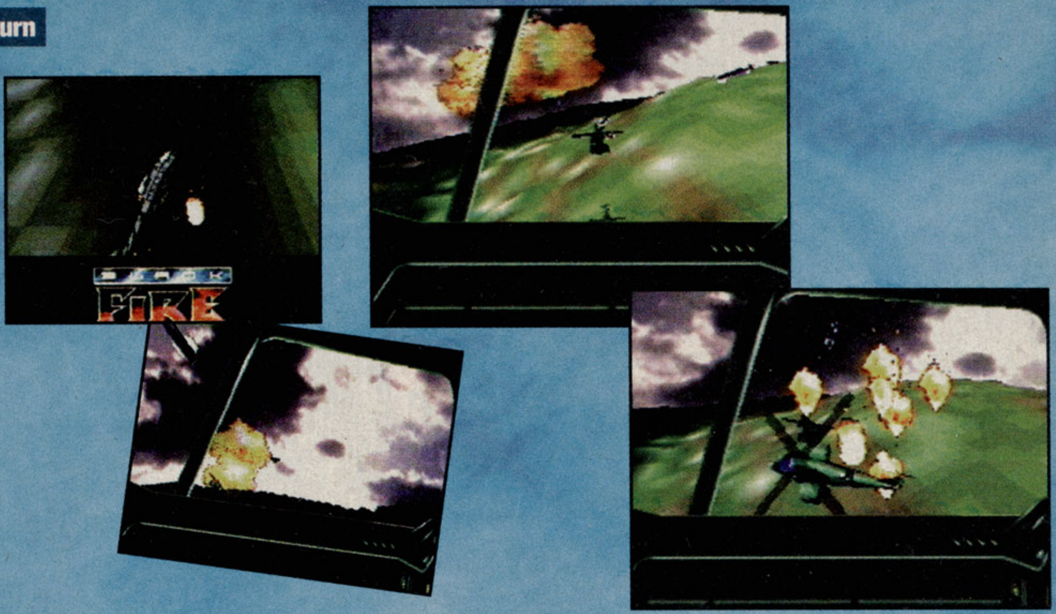
Black Fire

Saturn

Black Fire sends you airborne for arcade-style helicopter combat. Your chopper has to outmaneuver the bad guys in 15 heavy-duty flying levels.

The first-person, inside-the-cockpit view of the action includes a 360-degree perspective on the terrain. Your helicopter's armed and dangerous, but your foes have equipped their craft with alien technology. Scramble into action with up to four players.

By Sega
Available Winter '95



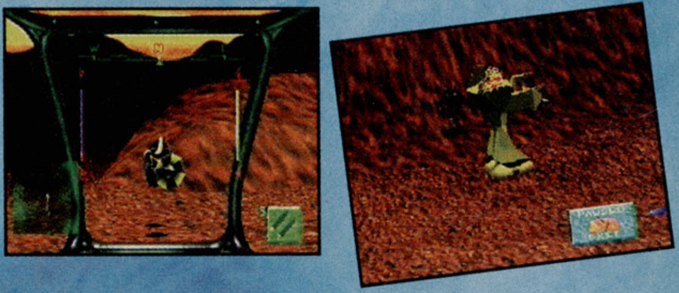
GhenWar

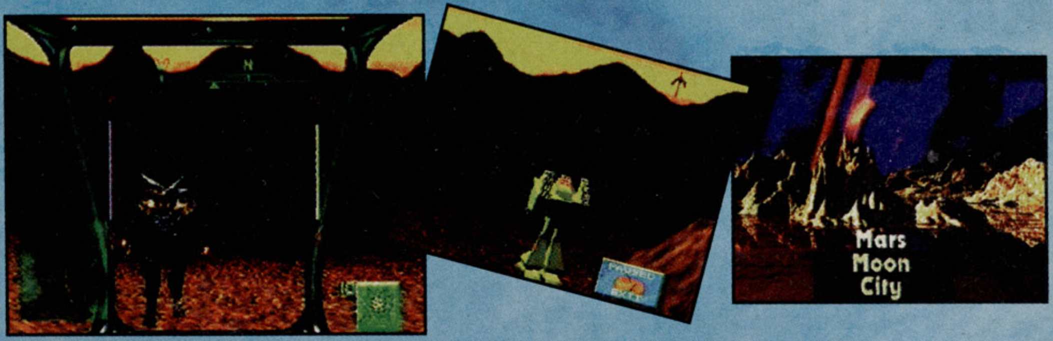
Saturn

Earth has been invaded by hostile extraterrestrials in just about every futuristic video game to date. GhenWar's no exception. This time around, the aliens want to destroy the planet and take a few slaves. Fortunately, up to four players command a crew of five warriors that are fitted with revolutionary hypersuits capable of blinding firepower, armor counterdefenses, and amazing speed.

The game's 18 levels begin on Saturn's moon, Titan. You battle your way back to Earth planet by planet. The graphics include a first-person, 360-degree view of the weird interplanetary environments from within your special suit.

By Sega
Available Winter '95



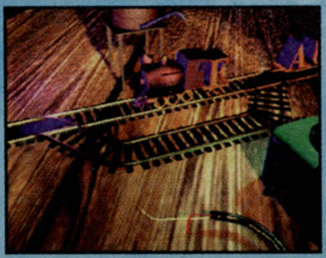


The 11th Hour: The Sequel to 7th Guest

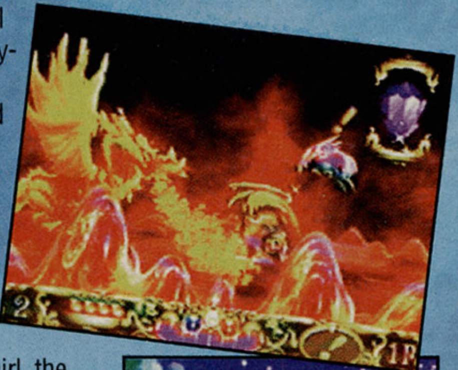
Saturn **PlayStation** **PC CD**

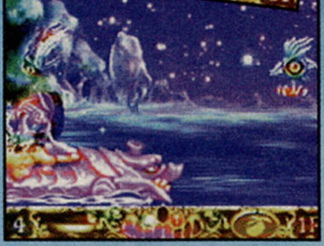
This graphic adventure is a sequel to the hit PC game 7th Guest. The chills continue as you become Carl Denning, an investigative reporter for television's *Cases Unsolved.* During a murder investigation, Denning's partner, Robin, disappears. Now you must search the sinister Stauf Mansion for clues to the mystery. The gameplay includes lots of horrifying surprises, strange puzzles to solve, and the same gorgeous first-person, live-action 3D graphics that made the original game so haunting.

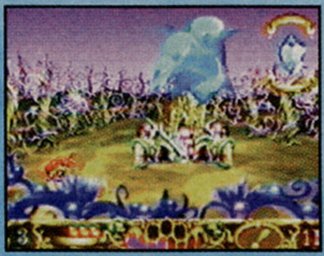
By Virgin Interactive Entertainment
Available Fourth Quarter '95



Astal **Saturn**







In the strange, mystical world of Quartilia, everything that exists was created from gems and jewels by the goddess Antowas. The hero in this one-player action/adventure is Astal, who himself was created from a jewel. When Jerado kidnaps Leda, Astal's girl, the young hero must rescue her.

Astal relies on his strength, special moves, and help from a bird friend as he battles Jerado's evil cohorts in beat-em-up-style action. The fighting, though, doesn't look like anything you're familiar with. The game's graphics have a mystical, fantasy look and are illustrated in a beautiful, cartoonlike style that bears a rendered 3D look.

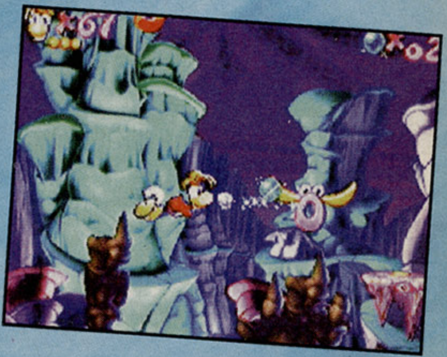
By Sega
Available Fall '95

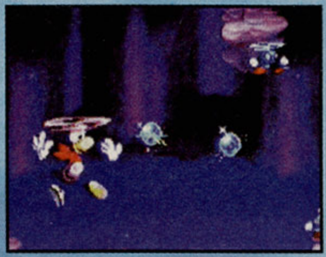
Rayman **Saturn**

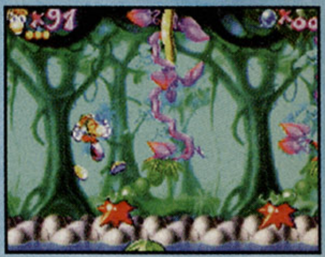
Starring a cute little animated bug who's trying to restore peace and harmony to the world, this huge hop-n-bop action/adventure game spans six worlds with more than 60 areas. As he journeys through the worlds, Rayman gains special powers and skills that he can combine and develop. He needs them, too, as he tries to outmaneuver more than 50 kinds of enemies and other amusing characters.

Rayman's ravishing graphics come to life with spectacular animations that were done at more than 60 frames per second. Five independently scrolling backdrops create rich, lush background scenery.

By Ubi Soft
Available Fall '95





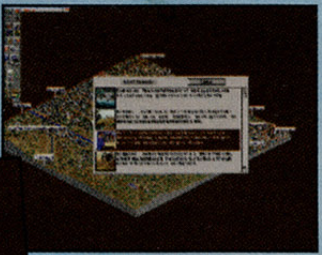


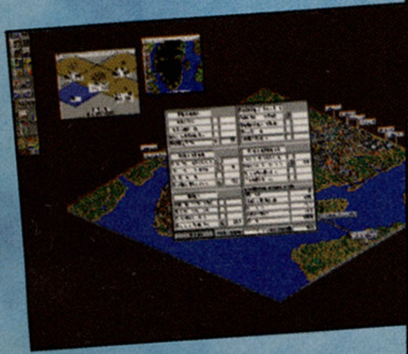
SimCity 2000 **Saturn**

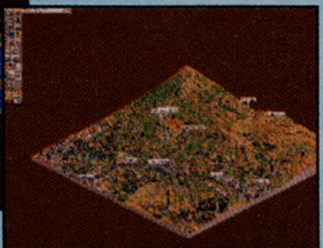
Until now, there hasn't really been a console system that could adequately support Maxis' great sim games. Good news for sim freaks: Maxis is bringing SimCity 2000 to the Saturn, and it looks like a version worth getting excited about.

Prepare to design your own futuristic cities. Build solar power plants, design underground transportation systems, raise taxes, and construct a zoo, a marina, and a library. Of course, in the midst of all your construction, you'll also have to watch for earthquakes, fires, alien invasions, and other disasters. The menu-based gameplay is strategic and absorbing. SimCity 2000's graphics are a step above prior sim games, and the Saturn does them justice. It's Sim-ulating!

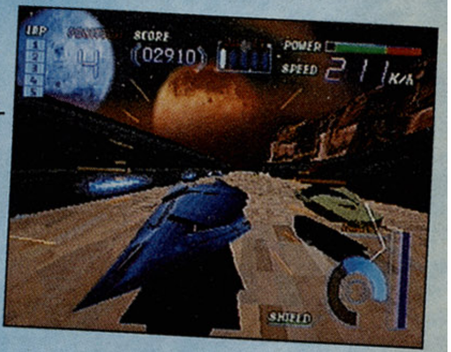
By Maxis
Available Fall '95





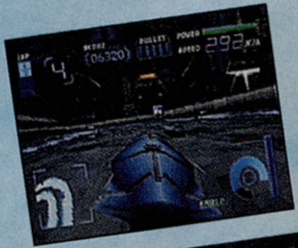


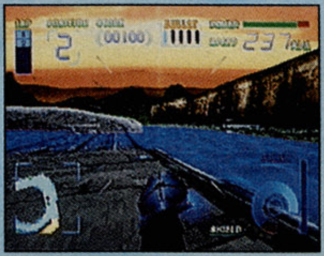
Cyber Speedway **Saturn**

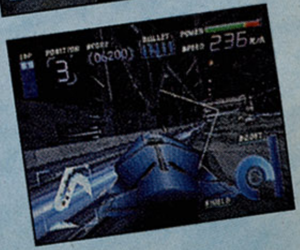


Get ready to soar in Cyber Speedway, a futuristic racing game. Climb into one of five super-powered hovercrafts, each loaded with cool weapons. Race the clock, the computer, or another player in one of six worlds, each with two tracks. Your view of the 3D racing is from one of three perspectives at varied distances behind the craft. The snazzy tunes are performed by By Gone Dogs.

By Sega
Available September







Full Throttle **PC CD**

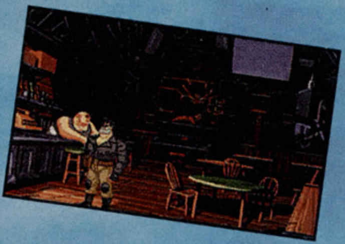
Full Throttle is an interactive graphic adventure that enables you to hit the road…or the road to hit you. A hardcore biker and leader of a motorcycle gang called the Polecats, you've been framed for murder. Separated from the 'Cats and in danger of losing your bike, your very way of life is threatened!

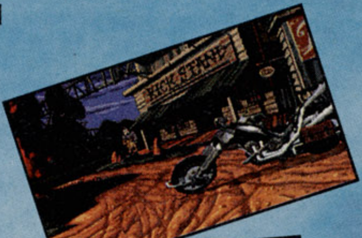
The game is part whodunnit and part easy ridin'. The action mixes first-person and third-person perspectives with a seamless blend of 3D and 2D animation.

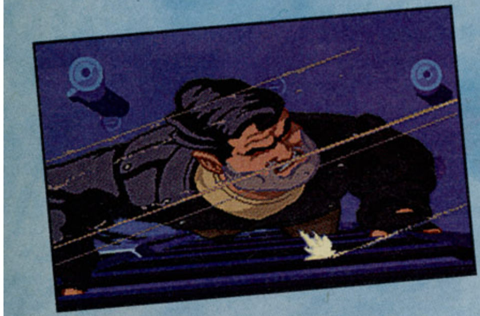
As you try to outrun the law and track down the real killer, you encounter a weird set of social misfts. You must interrogate them and hope they tell you the truth regarding important clues and the whereabouts of key items.

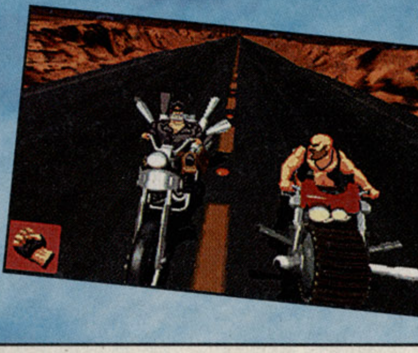
When you do hit the road, you can run into three rival motorcycle gangs – the Vultures, the Cavefish, and the Rottwheelers. It's your choice whether to ignore them or confront them. If you choose to fight, it's Road Rash time with major punching, kicking, and attacking with chainsaws. If you're gonna save the day, you've got to go…right, full throttle!

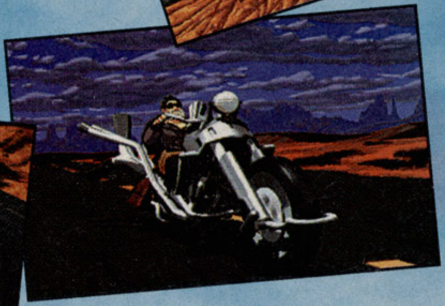
By LucasArts
Available Now











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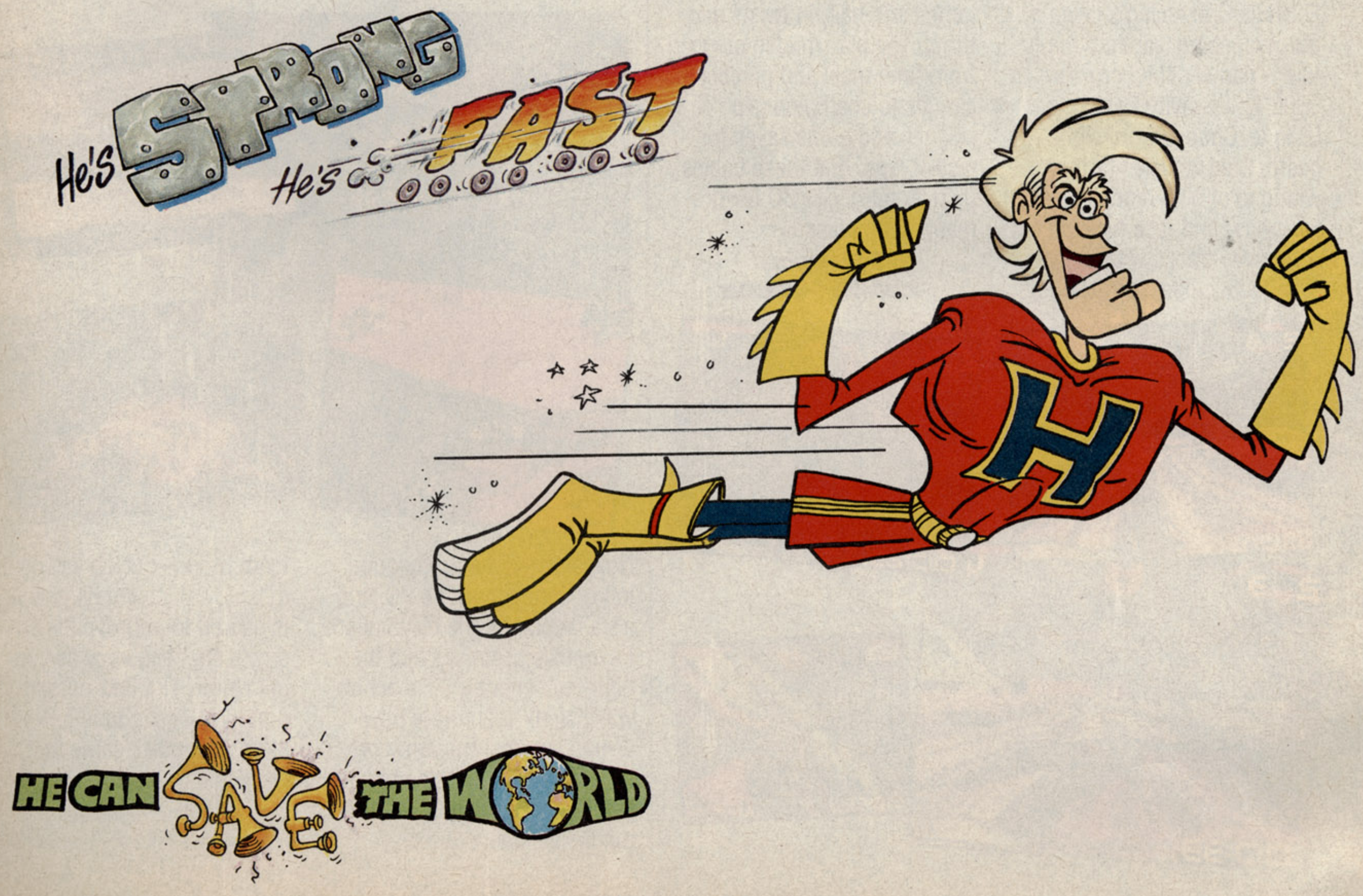
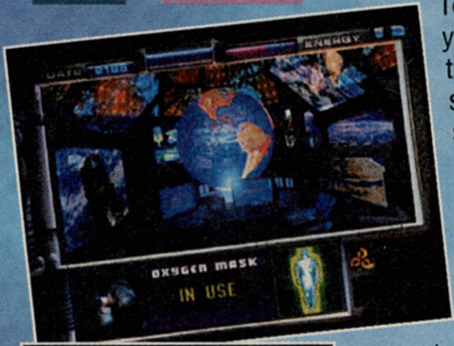
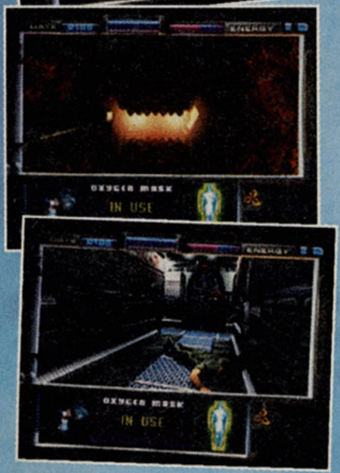

He's STRONG
He's FAST
HE CAN SAVE THE WORLD

The Journeyman Project 1: Director's Cut

Saturn **PlayStation**





As Agent 5 of the Temporal Protectorate, you travel through time in this one-player futuristic sci-fi game and explore six photorealistic worlds. The worlds include a prehistoric security station, an underground military complex, and a Martian mining colony.

Each world incorporates strategy and puzzle gameplay with live-action video sequences and 3D virtual-reality play. Journeyman includes both fly-through and walk-through action.

By Sanctuary Woods
Available Winter '95

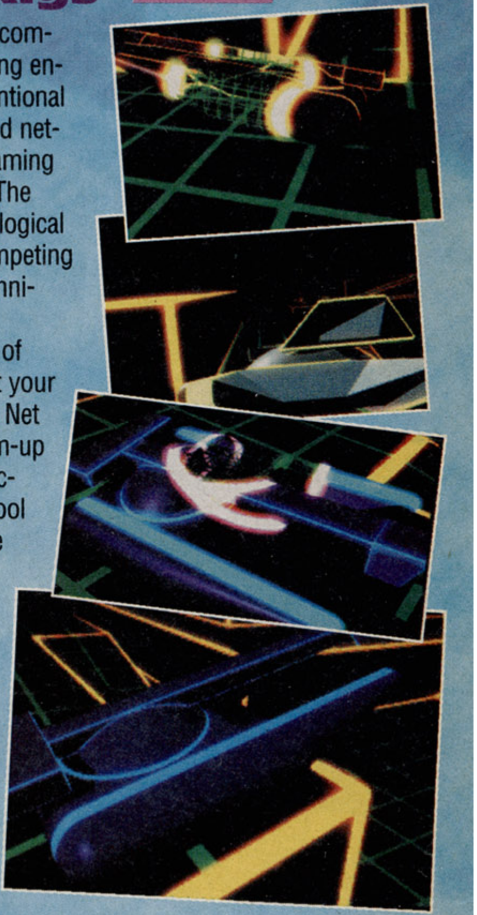
Assault Rigs

PlayStation

Up to eight players can compete in a futuristic gaming environment where conventional sports are long gone and networked virtual-reality gaming is the sport of the day. The Assault Rigs are technological wonders created by competing teams of designers, technicians, and sponsors.

At the helm of one of these vehicles, you pilot your craft through the World Net in fast-moving shoot-em-up action. The Rigs have access to more than 20 cool weapon power-ups (like bouncing ammo and oil spills), and they're upgradeable, too. The game's 50 high-tech zones are illustrated with fully textured and light-sourced 3D graphics.

By Psygnosis
Available Fourth Quarter '95

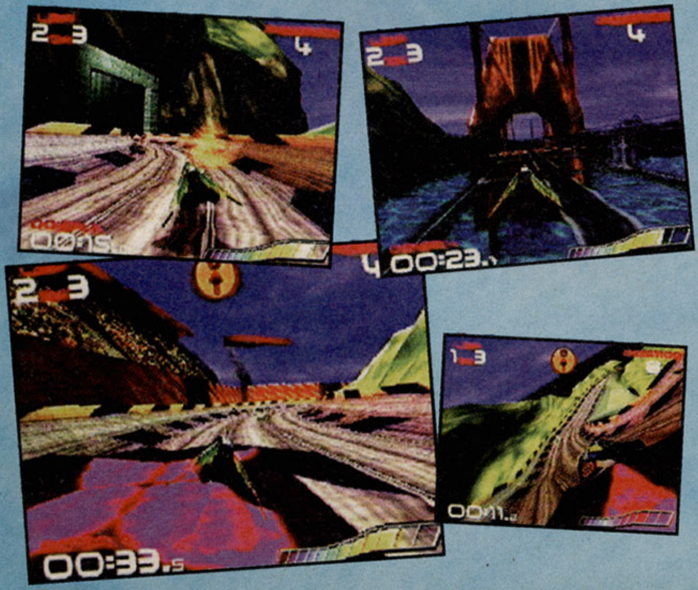


Wipe Out

PlayStation

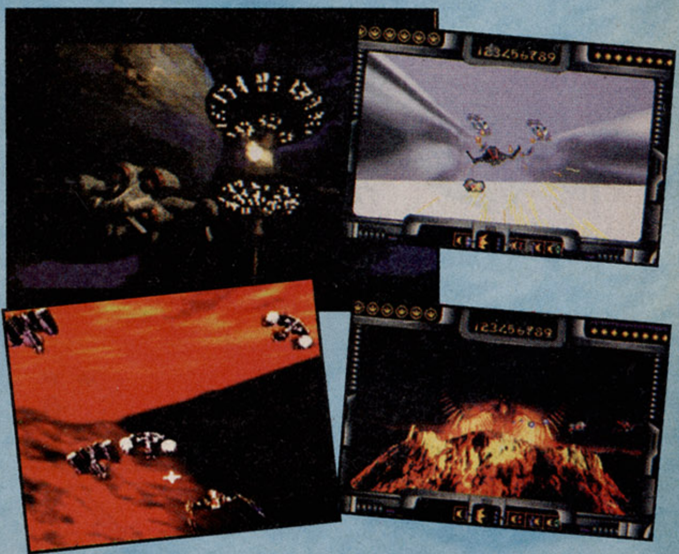
Formula One racing's taken a gut-wrenching leap into the future – namely, the Formula 3600 Anti-Gravity Racing League. Choose from eight customized vehicles (armed with one of nine randomized weapons) and race through ten antigravity tracks with obstacles that include hang-ten jumps and hairpin twists and turns. The play modes range from time trials and practice circuits to championship leagues and game saves for fastest laps. And these babies fly over gorgeous 3D texture-mapped graphics.

By Psygnosis
Available September



Novastorm

PlayStation



Novastorm did a pretty good job of conquering the PC, and it's a natural for the PlayStation. Psygnosis promises that the high-tech shoot-em-up action will include even more power-ups, an obscene array of smarter weaponry, and bigger, badder level bosses. Play modes include a two-player team mode – which will come in handy since the game's A.I. is geared to improve the enemy's shot accuracy as you get better. The first-person 3D graphics look stunning. Novastorm's another game that'll leave you queasy.

By Psygnosis
Available Fourth Quarter '95

The Hive **PC CD**

The Hive is segmented sci-fi set up to provide serious 'sects education…insects, that is. A mutant strain of insects is on the loose. They've been genetically engineered to produce a "honey" that can be refined into a deadly biological weapon. It's already destroyed half the galaxy, and now a crime syndicate is selling the stuff to the highest bidder. Since the Ortho Man isn't around, that leaves only you-know-who to save the day.

There will be plenty of detective work but you won't have to pack up your trigger fingers. You'll face radical dogfights set in outer space and run-n-gun through planetside shootouts, too. The Hive could really bug intense gamers. It's coming to the PlayStation, too.

By Trimark Interactive
Available October

Hellraiser: Virtual Hell

PC CD

If you think connecting to the Internet is hell, wait until you try the GlobalNet. Yes, it's virtual reality gone insane when you connect to this brand-new online service that unfortunately puts users in touch with Pinhead, chief Cenobite from you-know-where. The characters are based on the popular horror movies of the same name. You're trapped "Down There," and your objective is simple: Get the hell out! You'll meet a host of spooky lost souls as well as the creator of the Lament Box. If you don't know what the Lament Box is…prepare yourself for a genuine digital nightmare.

By Trimark Interactive
Available Fourth Quarter '95

HELLRAISER

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OVERSEAS PROSPECTS

An International View on Video Games

tokyo toy show report

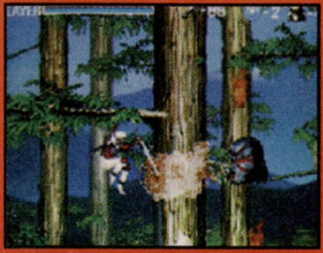
Our man in Tokyo dropped in on the Tokyo Toy Show over the summer and filed this report.

By Nob Ogasawara

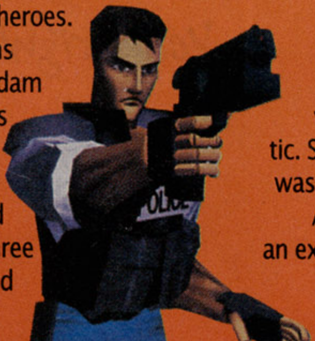
The Tokyo Toy Show took place in the early summer at the giant Makuhari Messe Convention Center in Chiba. The annual event attracted a congregation of toy makers and distributors, both Japanese and foreign. More than 100 exhibitors showed their latest toys and games in two cavernous buildings with floor space covering approximately five football fields.

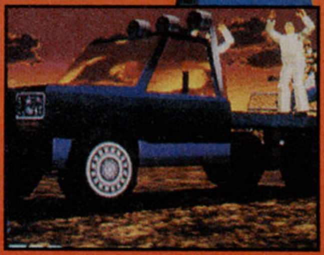
Bandai and Sega Stand Tall

Among the major toy companies, the enormous Bandai group stood supreme with a huge booth. Bandai showed off its massive licensing power with a staggering number of toys and goodies related to its top-rated anime and TV superheroes. Star attractions included Gundam Wing, Macross 7 (the sequel to Robotech), Ultraman, and Ohrangers (three times removed from the Dairangers, domestically known as the Mighty Morphin' Power Rangers).



The famous ninja gets a Saturn face-lift – Shinobi on the Saturn!





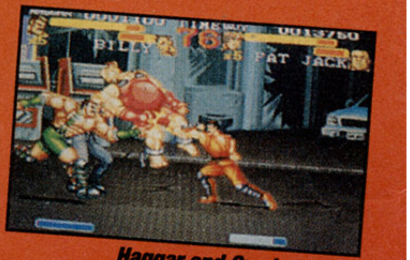
The point-and-shoot Virtua Cop was also demoed for the Saturn.

The biggest attraction at Sega's ample booth was Virtua Cop for the Saturn. Sega also sampled Virtua Cop's prototype gun, which looked cool, but it lacked the kickback that made the arcade version realistic. Still, the game was impressive.

Also on view was an extremely early and unplayable version of Virtua Fighter 2. Although not quite arcade perfect, it still looked very presentable with full texture-mapping and fluid motions. So far, only four characters have been programmed – Pai, Lau, Shun, and Lion. Sega hopes to have VF2 ready for Christmas.

Sega's Virtua Fighter Remix was up and running, too. It looked and played great! Starting in June, the game was to be packed in with 100,000 systems selling at a reduced price tag of 34,800 yen (down 10,000 yen). VF Remix will be released on its own in mid-July in Japan as a limited-quantity special for just 3400 yen.

The Mighty Morphin' Power Rangers – three generations later



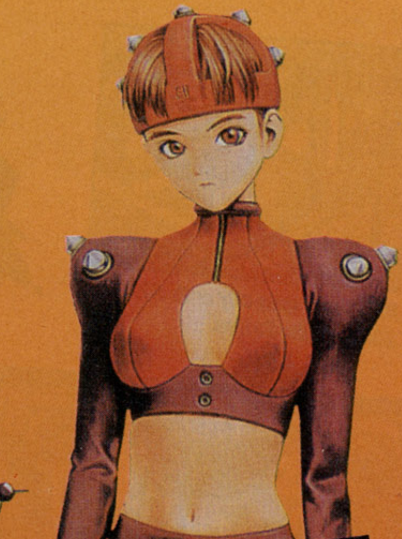
Haggar and Guy team up for Final Fight 3.

The World of Saturn

Other Saturn games on display included Golden Axe the Duel (a fighting game), Shin Shinobi Den (the ninja's back,

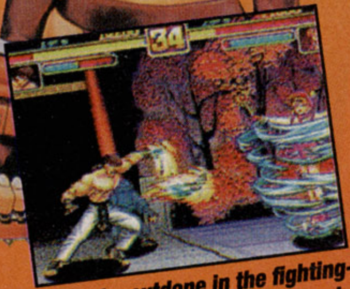
Sega was on hand to promote its Saturn titles...

...while Capcom promoted Darkstalkers for the PlayStation and X-Men for the Saturn.

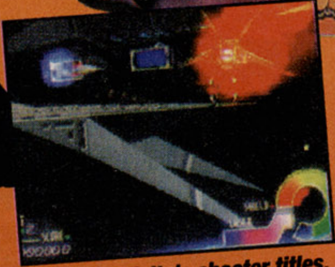


'95東京おもちゃショー
'95 TOKYO TOY SHOW

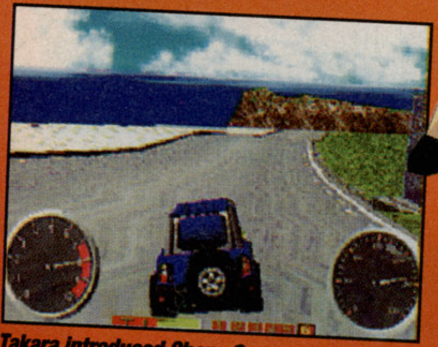
The 1995 Tokyo Toy Show



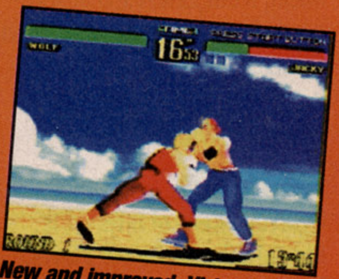
Not to be outdone in the fighting-game arena, Atlus was on hand to show off their latest home fighter, Power Instinct 2 for the PlayStation.



Another of Taito's shooter titles, here comes Zeitgeist for the PlayStation.



Takara introduced Choro-Q, a new racing game.



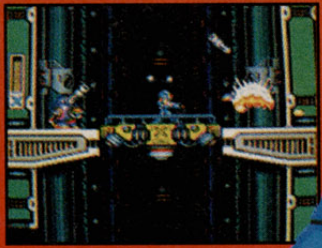
New and improved, Virtua Fighter Remix for the Saturn drew in Virtua Fighter.

digitized this time), Clockwork Knight II, SimCity 2000, and Shining Wisdom (a Zelda-style RPG from the people who made Shining Force). Nearly overlooked among all the great Saturn titles was Treasure's newest, Guardian Heroes, a strange but exciting mix described as a "fighting RPG." To top it all off, Sega announced plans to release Sega Rally Championship for the Saturn in '96!

SNK showed Fatal Fury 3 and Savage Reign, as well as several surprises like A-Com's side-scrolling shooter Pulstar, which attracted a good crowd, and Hudson's Tengai Makyo, a fighting game featuring characters from the big PC Engine RPG series. Posters for King of Fighters '95 were on display, but the game was nowhere to be seen. There was no word on SNK's 64-bit arcade system, but we know it's coming out, and we'll keep you posted.

Coming from Capcom

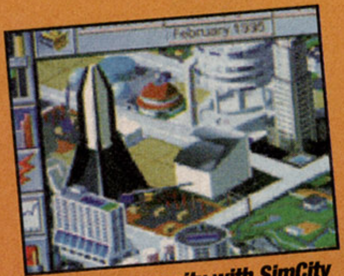
Capcom was showing Darkstalkers for the PlayStation and X-Men for the Saturn – both of which were faithful to the arcade originals. Capcom also had Final Fight 3 for the Super Famicom with two new characters joining Haggar and Guy for a two-player walk-and-thump-athon.



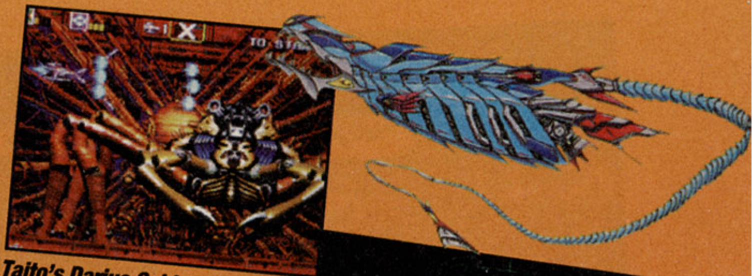
Mega Man returns in (what else?) Mega Man X3.

A long roster of other companies displayed an interesting array of games. Namco announced Galaxian 3 and Ridge Racer 2 for the PlayStation – the latter enables two players to race against each other using the connector ports on two PlayStation systems (and two TVs).

Atlus had Ridge King the Spirits for the Saturn, while Taito demoed the PlayStation title Ray Tracer. Taito also showed two Saturn shooters: the vertically scrolling Layer Section (known as Ray Force in arcades) and the side-scrolling Darius Gaiden. They also had a StarFox-type shooter for ☞

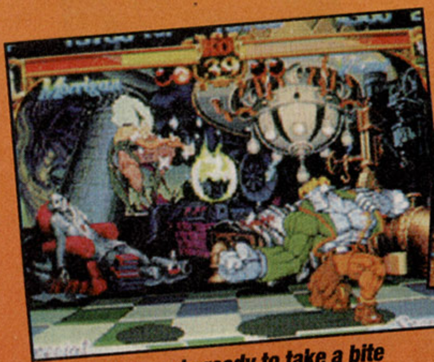


Build your own city with SimCity 2000 for the Saturn.

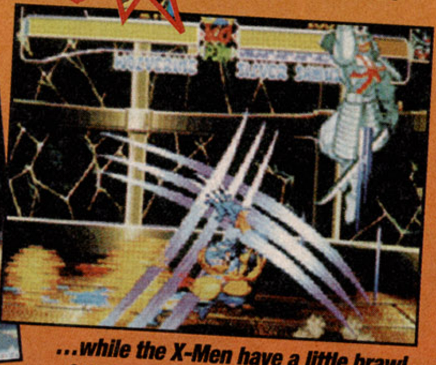


Taito's Darius Gaiden shooter for the Saturn

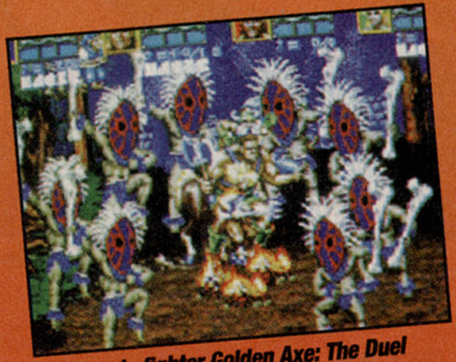
The Bandai booth had more than toys on display...like the Pippin Power Player.



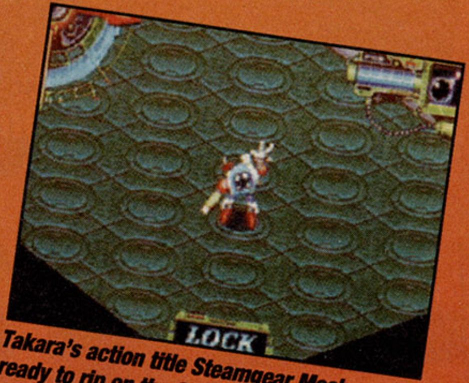
Darkstalkers gets ready to take a bite out of the PlayStation...



...while the X-Men have a little brawl of their own on the Saturn.



The arcade fighter Golden Axe: The Duel comes home to the Saturn.



Takara's action title Steamgear Mash gets ready to rip on the Saturn.

the PlayStation called Zeitgeist.

Takara had two games under development by TSD developer Tam Soft: Steamgear Mash, a diagonal-view action game for the Saturn, and Choro Q, a 3D-polygon racing game with super-deformed mini cars that were cute and fun.

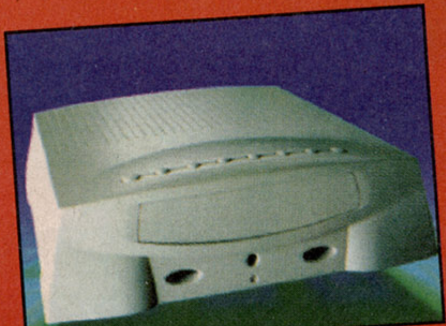
Final Tally

One final item of interest is Bandai's Pippin Power Player. This dynamite unit features a full-on PC603 CPU, quad-speed CD-ROM drive, and full compatibility and connectivity with Apple peripherals. It also has full NTSC and PAL input and output capabilities.

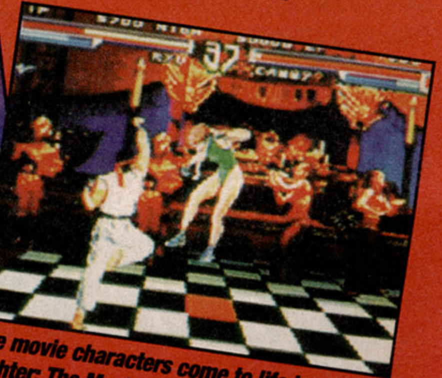
Summing up, Sega made the strongest showing (but remember, neither Nintendo nor Sony were in attendance). The Tokyo Toy Show also clearly indicated that the Super Famicom's total dominance over the Japanese market is definitely weakening against the onslaught of exciting next-generation games, especially those for the PlayStation and Saturn. It should be interesting to see how Nintendo will try to regain its mastery in Japan on the backs of the Virtual Boy and Ultra 64 over the next year.

THE KING OF Fighters '95

One of SNK's most promising titles: No pictures yet, but The King of Fighters '95 is coming.



Fully compatible with Apple peripherals, the Pippin Power Player was a real grabber.



The movie characters come to life in Street Fighter: The Movie for the PlayStation and Saturn.

LOOK WHAT'S LANDED ON SATURN!

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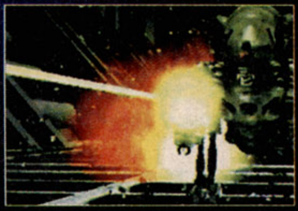

ROBOTICA: MANKIND'S LAST HOPE!

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PRONEWS

Neo•Geo CD to Debut in October

As if you didn't have enough new hardware to choose from, **SNK** is about to jump into the next-generation system wars with its **Neo•Geo CD**. Priced at $399, the top-loading CD player will come bundled with one controller (not two, as previously thought), and a still-unnamed game. SNK has already had success with its new machine, having sold 300,000 units in Japan.

The Neo•Geo CD will launch in October with about 70 titles.

Unlike the Atari Jaguar CD, which has struggled to come out with any games at launch, SNK promises to have 70 titles available right away, most from the arcade arena. Fighting games will be riding the first wave of releases – expect Samurai Shodown, Samurai Shodown II, and Fatal Fury Special to join a roster of sports titles in the fall.

Games will cost between $49 and $79. One added feature of the fighting games is the inclusion of a "blood code" option, so gamers can play with or without extra onscreen gore.

See "The Cutting Edge" in the April issue for a look under the hood of this intriguing new system and watch for the first ProReviews of Neo•Geo CD games next month.

Top 20 Neo•Geo CD Titles

Which games will be available when the Neo•Geo CD ships in October? These are some of the most popular titles you'll find.

Aerofighters 2
Alpha Mission II
Art of Fighting 2
Baseball Stars 2
Bust-a-Move
Crossed Swords
Fatal Fury Special
Fatal Fury 3
Ghost Pilots
The King of Fighters '94
Last Resort
Nam 1975
Ninja Combat
Samurai Shodown
Samurai Shodown II
Super Sidekicks 3
Top Hunter
2020 Super Baseball
View Point
World Heroes 2 Jet

Sega and Sony Go to War

The 32-bit wars have quickly escalated this summer as the top two entrants on the battlefield, **Sega** and **Sony**, launch salvos at each other in an effort to win over eager gamers. Sega twice jumped the gun on its own "Saturnday," which was originally to be the September launch date for the **Saturn**. After releasing the Saturn in America in late May, more than three months ahead of schedule, Sega unleashed its new system on Europe in July to get a two-month advantage over Sony's September 9 launch of the **PlayStation**.

Tom Kalinske, Sega's CEO, predicts big growth for the industry.

To counter Sega's strategy, Sony has been making price cuts on its PlayStation, giving intrigued gamers reason to wait to make their buying decisions. The U.S. version will be released in September with a $299 price tag, approximately $100 less than the Saturn.

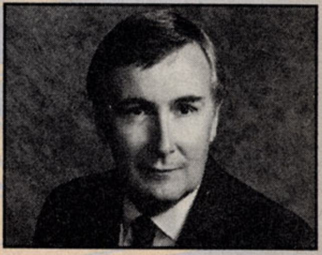
In Japan, Sony is hoping to add another 2 million buyers by slashing one-third off the price of a new PlayStation – at about $359, a Japanese PlayStation is $120 less than a Japanese Saturn. The PlayStation has already been wildly successful in Japan and has sold more than 2 million units in less than six months.

Even with all the confusion over the launch of the next-generation systems, Sega sees a bright future for the video game industry. In his keynote address at the Electronic Entertainment Expo, Tom Kalinske, president and CEO of Sega, forecasted that the electronic-entertainment industry would grow into a $9 billion market by the year 2000 because of next-generation sales.

Kalinske added that Sega's planning on selling 600,000 Saturns in the U.S. in 1995 – a goal that's gathering steam amidst reports that Sega had already sold 100,000 Saturns by the end of June. The company's strengthening its push with a $50 million print and TV ad campaign. Sega still expects the Genesis to hold its own, however; the 16-bit machine should represent half of the company's revenues for the next year.

Bad News for CES

Nintendo has announced that it will not participate in the next **Consumer Electronics Show (CES)**, scheduled for January 5–8, 1996, in Las Vegas. The news is a significant blow to the sponsors of the two CES events, which until last year reigned as perhaps the most important video game trade shows in the country.



Howard Lincoln, Nintendo's CEO, has pulled Nintendo from Winter CES.

Last May, the 1995 Summer CES was supplanted by the **Electronic Entertainment Expo (E^3)**; and now the Winter CES has lost one of its top-drawing cards, Nintendo. Presumably more companies will follow Nintendo's lead, further diminishing the impact of the winter show.

Instead of Winter CES, Nintendo has committed its support to a single trade show to be held in Los Angeles in May 1996. That still-unnamed show will be staged by the **Interactive Digital Software Association (IDSA)** and a group that includes **Infotainment World**. The publisher of *GamePro*, *SWATPro*, and *Electronic Entertainment*, Infotainment World was one of the prime forces behind last May's E^3 show.

Nintendo Chairman Howard Lincoln said in a news release that "a single trade show commitment will allow us more flexibility in directly communicating our many business plans throughout the year. And in 1996, those plans will include considerable news for the **Virtual Boy**, the **Super NES**, and **Game Boy**, as well as the **Ultra 64**."

Tough Year for 3DO

The **3DO Company** has announced its financial bottom

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'KILLER INSTINCT' All your favorite warriors contend in the KI tournament, each combatant engages in connected moves and finishing tactics to destroy thier opponents. **$69**

'MORTAL KOMBAT 3' has 6 new Kombat Kodes, 8 new characters, 32 megs, and secret portals that allow fighters to smash up and down into different backgrounds. **SNES or GEN $69**

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Myst	$54
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NovaStorm	$52
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Fight Fever CD	$69
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Ninja Combat CD	$69
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Top Hunter	$169
World Heroes 2 Jet	$199

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line for the fiscal year that ended in March. While the figures are better than last year's, the uphill road to profitability looks steep. 3DO's revenues totaled $30.4 million, but the company still lost $46.3 million. The results, however, dramatically improve over the numbers for the year before: $10.3 million in revenue with a loss of $51.4 million. 3DO is hoping its software releases later this year will rake in some much-needed bucks.

With releases like BladeForce, 3DO hopes it will begin climbing out of the red.

In other bad news for 3DO, **AT&T**, one of its original investors, recently began selling off its 2.5 percent share of the company. According to a story by Reuters, the sale isn't a reflection on AT&T's confidence in 3DO, but is purely a financial decision based on market considerations.

One positive note for gamers: The price of a **3DO** continues to drop. Using a $50 rebate, buyers can get a Goldstar 3DO with FIFA International Soccer and Shock Wave at Electronics Boutique for $300.

VR Headsets Get Warnings

Ever wonder about the possible side effects of wearing a virtual-reality (VR) headset? Some scientists are also wondering, and they've begun sounding the alarm about possible human safety hazards.

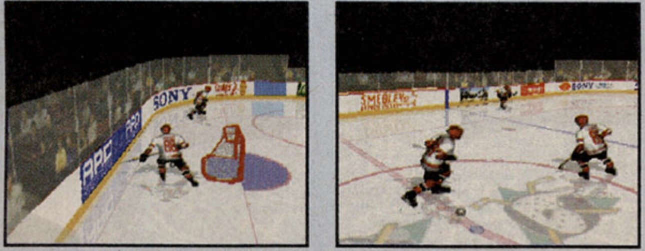
An article published June 5 in *Electronic Engineering Times* suggests that Nintendo's **Virtual Boy** and other VR headsets in development, which all place small screens directly in front of the eyes, may cause sickness, flashbacks, and possibly even permanent brain damage. These are only guesses so far because the long-term effects are still unknown.

SONY LAUNCHES SPORTS DIVISION

Sony *recently announced that a new development studio is up and running, devoted exclusively to sports titles. This yet-to-be-named San Diego studio is currently developing five sports titles for the* **PlayStation**. *The first,* **ESPN Extreme Games**, *will be available when the PlayStation launches in September.*

NFL Game Day *and* **NHL Face Off**, *both working titles, are scheduled for a November release. These two games will feature pro licenses, rendered players, and multiple views. The Game Day design team got expert assistance from Kansas City Chiefs' starting quarterback, Steve Bono. Bono helped create a playbook that reflects current NFL trends.*

Also in the works are an unnamed Major League Baseball game and a racing title, which are scheduled to be available in the spring of '96.



NHL Face Off is slated for a November release.

Thomas Furness, director of the Human Interface Technology Lab at the University of Washington, has strong opinions about the headsets. In an online article published on CMP's TechWeb, he warns that "there are…long-term psychosocial and psychophysiological effects that need more study before the lawyers start suing."

The makers of the headsets have differing opinions. Tony Ashe, president of StrayLight Corp., a company developing one of the targeted products, claims in the same online article that such hazards are "greatly exaggerated" and that the headsets pose "virtually no danger when used for a short time and with an attendant standing by." How many gamers will wear the headsets for a short time with an attendant nearby is an obvious question. Watch future "ProNews" articles for updates on this budding controversy.

At the Deadline

The slump in the video game industry continues to hurt retailers. **Toys 'R' Us**, the world's largest toy chain, reported that its first-quarter revenues were down 10 percent in established stores, a decline the company blamed mostly on sluggish video game sales. The arrival of 32-bit systems, however, has made the company "optimistic" about future financial reports.

Virtual World Entertainment is getting a boost from the film industry. **United Artists** has agreed to invest in VWE's virtual-reality entertainment centers (see "Hot at the Arcades," December 1994). The UA presence should put ten more Virtual World interactive attractions in American movie complexes by the end of the decade.

Behind the scenes: **Spectrum HoloByte** is joining with **ABC Sports** to make PC and 32-bit sports games; **Acclaim** will be working on a 1996 game for various systems based on *The Crow: City of Angels*, the sequel to the 1994 film *The Crow*; **Domark** is readying **Confirmed Kill**, a World War II flight sim that can be played on the Internet by up to 500 players simultaneously; **Interplay** is bringing a new deluxe version of **Descent** to **GEnie Online Services** by the end of summer; and, after a long wait, **Natsume** has released **Wild Guns** for the SNES (see ProReview, November 1994) and plans to release a 32X version sometime next year.

GamePro recently paid a visit to **DigiPen**, the small school in Vancouver, British Columbia that teaches one thing: video game programming. Here's the news in a nutshell: The school offers an intense two-year course of study; right now DigiPen has about 30 students from many countries. Applicants must be at least 18 years old, and the cost is about $6000 per year. Call Jason Chu at 604/682-0300 for information and applications, and watch our ongoing special series "The GameMakers" for an in-depth report.

Students study video game programming at DigiPen.

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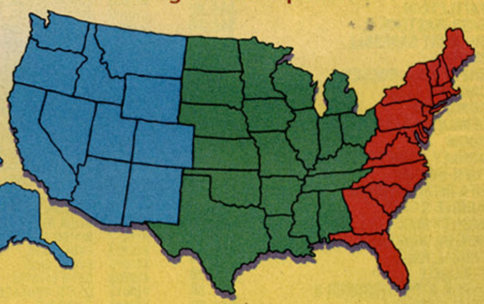

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Supr Dodge Ball	5
Supr Glove Ball	2
Supr Jeopardy	11
Supr Mario	0
Supr Mario 2	7
Supr Mario 3	7
Supr Mario/Dk Ht	0
Supr Mr/Dk/Trk	1
Supr Off Road	9
Supr Pitfall	5
Supr Spk Vlybl	3
Supr Spk WC Socr	5
Supr Sprint	4
Supr Tm Games	4
Swords & Serps	4
Tag Tm Wrest	2
Talespin	9
Temo Baseball	3
Temo Bowl	5
Temo Bowl 2	11
Temo NBA Bktbl	22
Temo Wrld Wrst	$2
Tennis	4
Terminator 2	6
Tetris	15
Tetris 2	30
Three Stooges	5
Tiger Heli	2
Time Lord	2
Tiny Toon	18
TMNT	2
TMNT 2	5
TMNT 3	12
To The Earth	3
Tom & Jerry	18
Top Gun	3
Top Gun 2	4
Total Recall	3
Town & Country	2
Track & Field	4
Track & Field 2	4
Trick Shooting	5
Trojan	2
Twin Eagle	7
Ultima 1 Exodus	7
Ultima 2 Qst	16
Vegas Dreams	22
Wall Street Kid	3
Wayne Grtsky	4
Werewolf	3
Wheel Fortune	15
Wheel Frtn Fam	17
Wheel Frtn Jr	15
Wheel Ftn Vanna	25
Where's Waldo	6
Wild Gunman	4
Willow	4
Win Lose Draw	7
Winter Games	4
Wizardry	10
Wizrds & Warr	2
Wolverine	13
World Champ Wr	4
World Cl Trk	2
World Cup Soccer	7
World Runner	2
Wrath Blk Mnta	2
Wrecking Crew	4
Wrestlemania	3
WWF Challenge	4
WWF Steel Cage	10
Xenophobe	3
Xevious	4
Xexyz	3
Yo Noid	5
Yoshi	10
Zelda	4
Zelda 2	5

ACCESSORIES

Nintendo Deck	$22
Advant Joystick	9
Arkanoid Control	24
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Carry Case/Sm	2
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Extension Cord	5
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Game Holder/Lg	4
Game Holder/Sm	4
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Misc Joypad	3
Misc Joystick	2
NES Max Joypad	4
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Power Pad	5
Satelite	4
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Supercontroller	1
U Force	2
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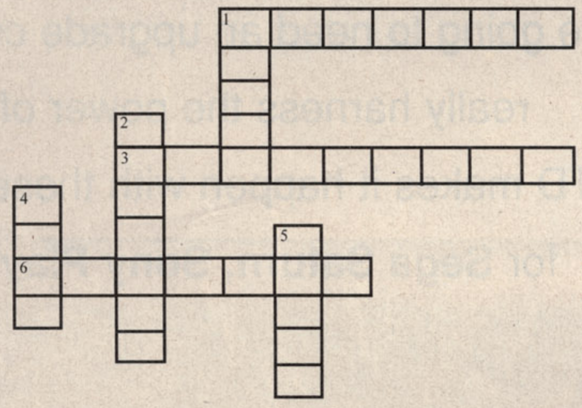

ACROSS
1. Street ________
3. ________ Jim
6. enemy

DOWN
1. Song 'Pacman ________'
2. Most sequeled game
4. First video game
5. Donkey & ________

Contest Rules: No purchase necessary to enter. Complete the crossword puzzle, cut it out and then mail, along with your name, address and phone number to:

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START
PROG
SLOW

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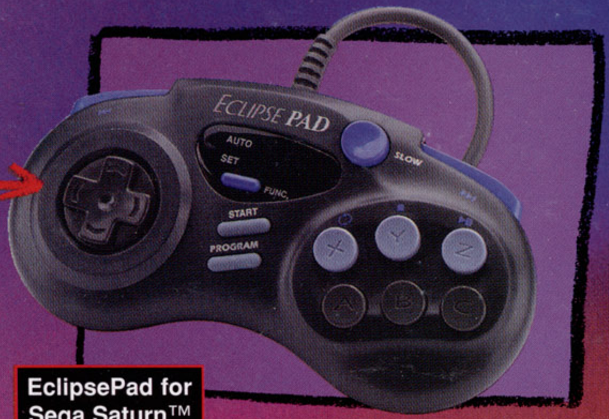
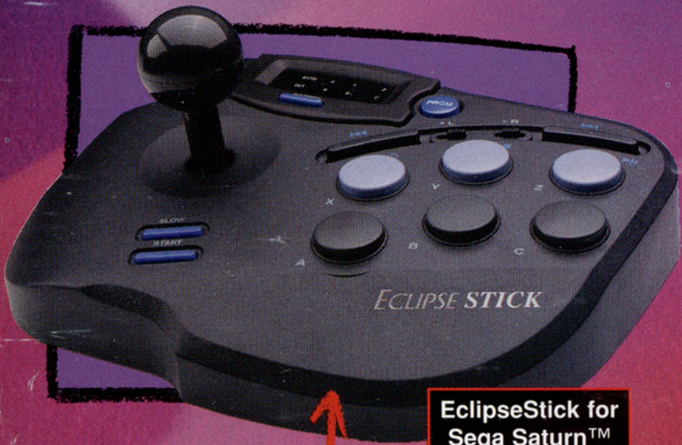

ECLIPSE PAD
AUTO
SET
FUNC.
START
PROGRAM
SLOW

EclipsePad for Sega Saturn™


PROG
SLOW
START
ECLIPSE STICK

EclipseStick for Sega Saturn™

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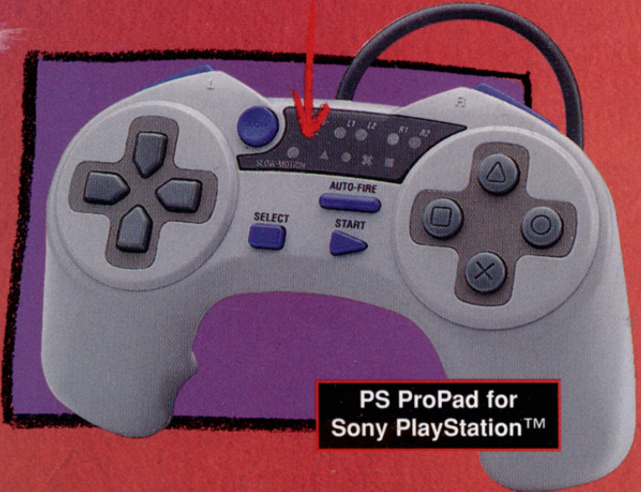
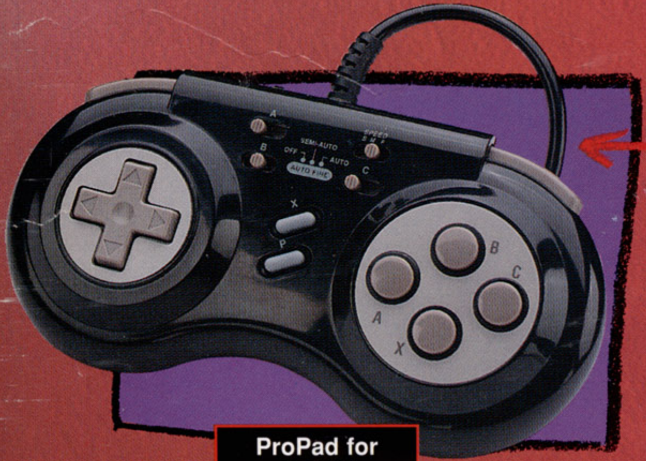

SLOW-MOTION
AUTO-FIRE
SELECT
START

PS ProPad for Sony PlayStation™


SEMI-AUTO
OFF
AUTO
AUTO FIRE

ProPad for 3DO™

ProPad for 3DO™
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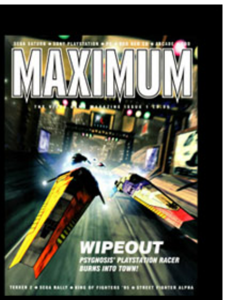

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